BRITAIN'S BIGGEST, BRIGHTEST AND BEST-SELLING SEGA CONS

BIGGEST EVER ISSUE!

SEGA pro

CHRISTMAS 1991
£2.75
ISSUE THREE

NOT AN OFFICIAL SEGA PUBLICATION

See me Inside!

PIT-FIGHTER
In the ring with Domark's bruiser. It'll crush your nuts!

MEGA DRIVE
- Disney's Christmas quacker!
- First Action Replay codes
- Marble Madness exclusive!

MASTER SYSTEM
- Exclusive Ramparts review
- The lowdown on Super Kick Off
- Complete Sonic playing guide

GAME GEAR
- Indy 3 – he's back for his hat
- Tough times in Ninja Gaiden
- Joe Montana touches down

MEGA-CD
The ultimate entertainment machine fully exposed

Paragon Publishing Ltd
9 770964 264992 01

MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!

ARE YOU ABOUT TO LET THESE MEGA TITLES GET THE UPPER HAND...?

MEGA DRIVE
JOHN MADDEN FOOTBALL
F22 INTERCEPTOR
SHADOW OF THE BEAST
BY PSYGNOSIS
FATAL REWIND
BY PSYGNOSIS
JAMES POND II
CODENAME: ROBOCOD
WILL HARVEY PRESENTS THE Immortal
MARBLE MADNESS

SEGA
MEGA DRIVE
ELECTRONIC ARTS™

Distributed by: Sega Europe, 16 Portland Road, London W11 4LA, Tel: 071-727 8070

SEGA pro

CHRISTMAS 1991

PUBLISHED BY
PARAGON PUBLISHING LTD
7A WICKER HILL
TROWBRIDGE
WILTSHIRE
BA14 8JS

PHONE: 0225 765086
FAX: 0225 777869

EDITOR
Dominic "bamboo shoots" Handy

GAMES EDITOR
Les "lentils" Ellis

STAFF WRITER
Damian "king prawn" Butt

ART EDITOR
Steve "anything meaty" Marriott

ADVERTISING & SALES
Andrew "special meal B" Smales

PRODUCTION MANAGER
Di "sweet and sour" Tavener

SUBSCRIPTIONS PRINCESS
Melanie "noodles" Turner

PUBLISHER
Richard "fried rice" Monteiro

CONTRIBUTORS
Shintaro "roast pork" Kanaoya
Simon "chop suey" Misra

SUBS/MAIL ORDER HOTLINE
(0225) 765086

PRINTED BY
BPCC Magazines (Milton Keynes) Ltd

DISTRIBUTED BY
Seymour International Press Distributors
Windsor House
1270 London Road
London SW16 4DH

DISCLAIMER
SegaPro is a fully independent publication. The views expressed are not necessarily those of Sega Enterprises or Sega Europe.

SPECIAL THANKS TO
Mr Smith for having the power to take it off the shelves. And to Nancy for doing such an excellent job on tack. We'd give you a dingbat, but we can tell you don't use Macs.

DINGBATS MESSAGE
★✡✶✣ ✹✯✴ ✦✯✴✪✤ ★✩✣✼✯✩★✍
✡✧✣✳ ✹✣✶✌ ★✴✧★†

(C) 1991 Paragon Publishing Ltd.
Okay, it may be the festive season, but we're still not feeling generous enough to let you rip us off. Anyone found infringing our copyright will be whipped with holly leaves.

Competition rules: They say Christmas is a time for giving, but at the end of the day if we don't fancy giving you anything then we'll be as tight as Scrooge. They'll also be an extra prize each month for the most disgusting postcard.

Exit: A man was walking down a windy street and popped into a chemists. "I'll have some mega dry lip cream, please," he said. The Sega-owning chemist replied: "...
Another free cart for the best entry.

ProNews........................6
Big in Japan................14
A-Z of Games...............18
ProViews......................20
Mega-CD Special..........26
ProTest.........................32
Win a TV!......................35
ProReviews..................37
ProSubs........................74
ProReleases.................76
ProTips.........................82
Win a Teradrive!..........90
ProSavers.....................92
The Pros........................94
Game Over...................96

MEGA-CD
SEGA

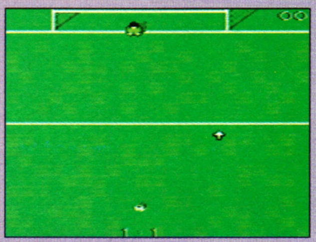
Whatever's going on
Turn to page 14 to g
only Japanese colum

JAPAN

AYRTON SENNA'S SUPER MONACO GRAND PRIX 2

Exclusive road test in Big in Japan............14

QUACKSHOT 38
Disney's quacking cartoon caper



KICK OFF...........40
SegaPro puts the boot in

WIN A TERADRIVE!

You asked for it – and here it is! A second chance to win Sega's wonder machine. Turn to page 90 now!

SEGA MEGA-CD

Everything you ever wanted to know – and more!

we've got it covered!
et to the start of the
that counts.

REVIEW INDEX

MEGA DRIVE

Beast 71
Hard Drivin' 54
Joe Montana 2 72
John Madden '92 46
Marble Madness 68
Pit-Fighter 56
Quackshot 38
Rolling Thunder 66
Run Ark 60
Speedball 2 71
Valis III 63

MASTER SYSTEM

Kick-Off 40
Klax 52
Mercs 58
Ms Pacman 64
Rampart 44
Sega Chess 70

GAME GEAR

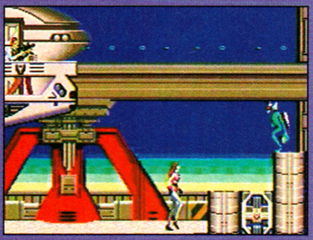
Super Space Invaders 69
Batter-Up 71
Galaga '91 70
Joe Montana Football 48
Ninja Gaiden 43
Solitaire Poker 70

SLAM!

Turn to page 18 fast for part three of the sensational Sega software showdown – the most comprehensive collection of reviews and pictures for every Mega Drive, Master System and Game Gear game ever released.

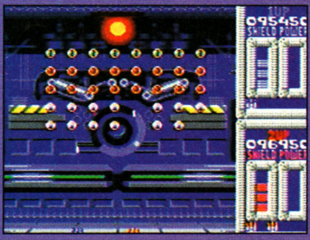
NINJA GAIDEN ...52

Smashing through your GG screen



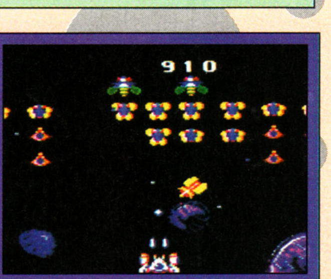
RLING THUNDER .56

The ultimate two-player blaster



SPACE INVADERS.69

Best ever version by far



GALAGA '91......70

It's here and in your hand

MERRY XMAS!

Do you realise that what you are holding in your hand is a landmark in Sega history. This issue of SEGAPRO is the biggest monthly mag dedicated to Sega ever. And by now you'll have discovered the ProTips – The Ultimate Collection book bundled with this issue. This is also a first. Never before has a video games magazine given a spined paperback book with it. We also have the first, proper, in-depth look at Sega's Mega-CD, and that's what we've been looking forward to all year.

Yes, this December will be memorable for many wonderful things, but the Mega-CD is without doubt the most exciting thing to happen to the video games world since the Mega Drive itself first appeared in 1989. We hope this exclusive information and the tips book will make this issue well worth the extra 80p cover price. Rest assured that this price is just a one-off and next issue we'll be back to £1.95.

Next year, we have many other excellent gifts ready to give away with SEGAPRO. Some may cost a little extra, but we'll make damn sure that the gift will be extra special to justify the price increase. Obviously, we can't reveal our plans yet, but we can say that they will be totally original and not just space-fillers.

Enough of Christmas future and on with Christmas present. In this bumper issue, we have yet again packed the games in. High fliers on the Mega Drive include *Rolling Thunder 2, Quackshot, Run Ark* and *Joe "chatterbox" Montana 2*. The Master System's Christmas gifts come in the shape of *Ramparts, Super Space Invaders, Mercs* and *Super Kick Off*. In the Game Gear stocking, there's *Ninja Gaiden, Joe Montana, Solitaire Poker* and *Galaga '91*. There's also the first codes for Datel's Action Replay!

Have a great Christmas and I hope you receive whatever you've asked for. 1992 is the start of a new age in Sega gaming; we'll be there and hope you'll be able to come along for the ride...

DOM HANDY

THE SEGAPRO CREW

DAMIAN BUTT

Wants for Christmas: a heater, a chair and a slice of bread.

Damian is very careful about the social circles in which he moves. It is because of this that he only associates with his own kind. The only famous person he has ever met is the inimitable Keith Chegwin. Damian comments: "I gave him the idea for Cheggers Plays Pop, you know. I also met Elvis in Asda the other day, although he's never been the same since his arms and legs fell off."

LES ELLIS

Wants for Christmas: a date with Elvira.

I know this is a bit hard to believe, but Les actually met the great God Jazza. In fact, to be strictly true, Les didn't actually meet him as such, although he did sit behind him in the cinema when he went to see Terminator 2. Les's memories of the moment are hazy: "It was truly amazing. The whole cinema was filled with a bright light and God Jazza appeared. I was so awestruck, I fainted and missed most of the film."

DOMINIC HANDY

Wants for Christmas: a cat-litter tray.

It's strange that the most famous people you ever meet are also complete dweebs. Dom's unsightly bunch of acquaintances include Ray Clemence ("big hands and no teeth"), Alan Minter ("big hands, big feet"), Heinz Wolfe ("no hair, boring git") and John Craven. "I taught John Craven everything he knows. Just look at him now. But as soon as he got famous, he never mentioned me in any of his interviews."

STEVE MARRIOTT

Wants for Christmas: a Mega-CD and a month's holiday.

Steve's been around a bit. He's met James Stewart, Barbra Streisand, Vanessa Redgrave, Peter Purvis, Joan Collins, Richard Monteiro, Derek Griffiths (remember him?), Rudolph Walker (who?), Norman Beaton (from Desmond's), Judi Dench, Eddie Grant, Shashi Kapoor, Sabina Yasmin, Harri Prasab Chrasia, Zakir Hussien and Her Majesty. (And that was just last year!)

RICHARD MONTEIRO

Wants for Christmas: a blonde woman in a pear tree.

People move in the strangest circles. One moment Rich is head-banging with rocker Gillam and some Portuguese singers called Nuno and Henrique, then the next he's swapping musical notes with Chesney Hawkes ("what an ugly git" exclaims Rich). He also met husky Mariella Frostrup on a plane, Lionel Blair on a train and Mickey Mouse (up a dark lane).

ANDREW SMALES

Wants for Christmas: two clean driving licences.

"Famous people, now they're magic!" says Andrew, who's life changed after he met Paul Daniels. Things just went uphill from there, he met Carol Decker (who hasn't?), Nicky Campbell, Goofy, Ronald MacDonald and, most comical of all, Jonathan Ringhole. "When I met Jonathan (Jazza's bro), I just couldn't believe it. And then I realised I'd actually bumped into a doughnut, and it wasn't Ringhole at all."

DI TAVENER

Wants for Christmas: a French man in a pear tree.

Who else would Di have met but her namesake Princess Di. In fact, she didn't actually meet her, but she did receive a letter from her when she was just Lady Diana. While she was a-grooving down the Hard Rock Café, Di also bumped into that mega-celebrity David Essex. "But he wouldn't let me ride his Silver Dream Racer," she bemoans. Of course she's met Chesney Hawkes (who hasn't?), and also James Hunt.

MELANIE TURNER

Wants for Christmas: more MM2 Jiffy bags and a copy of *The Immortal*.

When Leslie Crowther said "Come on down!" to Melanie she almost lost her nerve. "He's such a kind, wonderful, warm man, you feel ashamed to be taking up some of his time. He should be out there, talking to pensioners, kissing babies, etc. He was great." Young Melanie was also besotted with ex-hunk Paul Young, ex-hunk Viv Richards and ex-hunk Ian Botham. "I"m into ex-hunks, they're much easier to get."

HACK ATTACK!

GAME GENIE

After last month's exclusive look at the Datel Action Replay, news has reached us of yet another game-busting device for the Mega Drive.

As we told you in SEGAPRO#1, Code Masters are developing a Mega Drive (and possibly Master System version) of their ground-breaking Nintendo Game Genie cartridge.

The Mega Drive Game Genie will be shown at the Consumer Electronics Show in America next January. It will then be launched in the UK in the third quarter of 1992. While Nintendo were very hostile to the product, Sega have welcomed it with open arms. The unit will sell for £49.95, the same price as Datel's unit.

Incidentally, if you've just bought the Action Replay, go to page 78 now for the exclusive codes to the latest games.

Tecmo's first venture on the Mega Drive is to be *Tecmo Cup* which is, unsurprisingly, a soccer game. The news comes at a time when rumours abound over the likelihood of *Super Kick Off* on the MD. Stay tuned as you'll read about the big match first in SEGAPRO.

OF THE GAMES
SERIES
SEGA MEGA DRIVE
SECRETS
Rusel DeMaria
Volume 2

THE SECRET'S OUT

Following in the steps of the tips book Sega Mega Drive Secrets is Volume 2, another collection of games hacked and tipped by American gaming phenomenon (in his own mind), Rusel DeMaria. The book contains help on games like *Alien Storm, DecapAttack, Klax, Might & Magic* and *Strider*.

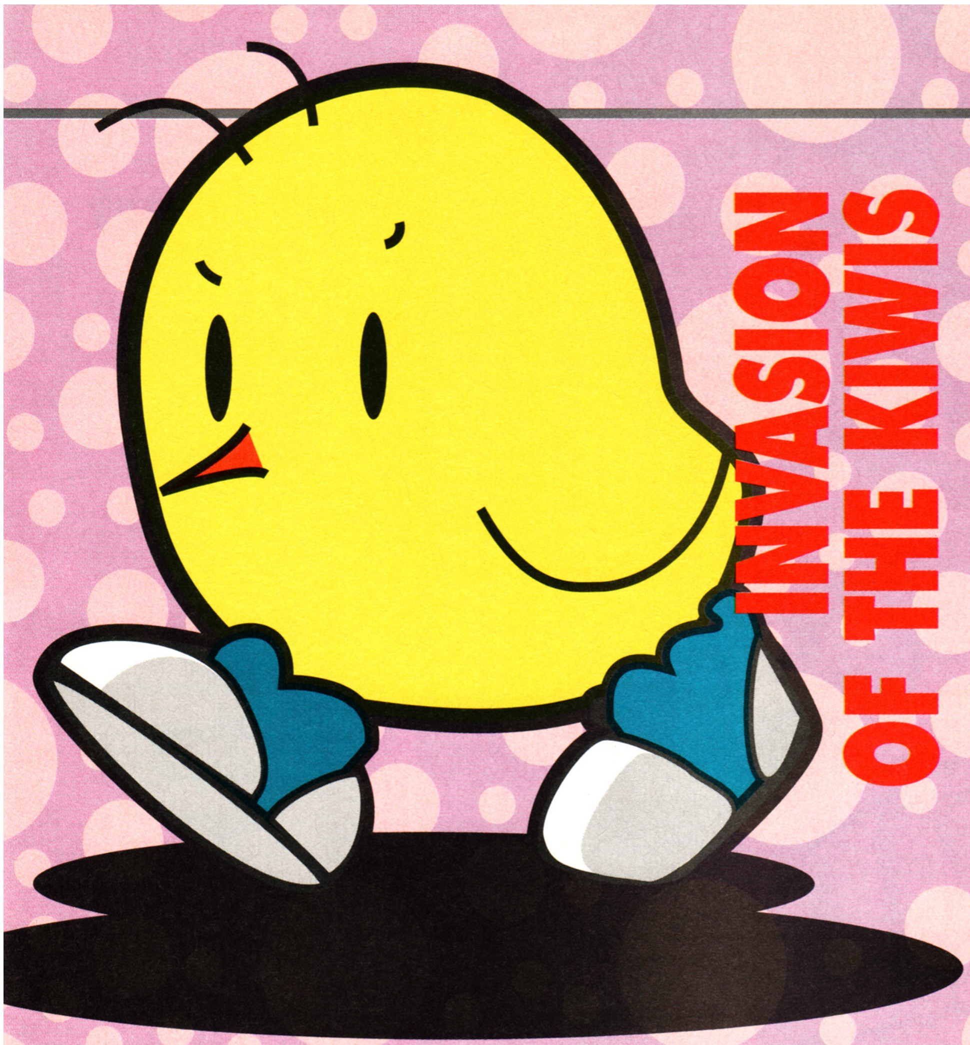
This is an invaluable companion for every Mega Drive owner (as is any tips book), however, it isn't one of those books that is packed with all the little cheats and shortcuts for every game. This is more of a gamesplaying guide, taking you from the first level to the last. For instance, it has a great play-through of *Sonic*, but it doesn't mention the stage select cheat anywhere. There are 16 games fully solved, as well as 33 other snippets. The only disturbing part is that they have devoted a section to those cheats where you pull out one cart and slap another in while the power is still on. We do not recommend this practice, as it can seriously damage your machine.

Sega Mega Drive Secrets Volume 2 is an American publication but is available in the UK for £9.95 from Kuma Computers. Tel: (0734) 844335.

TOEJAM IS A WIENER
EARL IS A WIENER

ToeJam & Earl is one of the many games that is solved completely in Rusel DeMaria's Sega Mega Drive Secrets.

ProPrediction [1995]: Fat publisher Sir Richard Monteiro OBE, MBE, PRAT, CBE falls off yacht in "suspect accident.".



INVASION OF THE KIWIS

After initially beating us in the Rugby World Cup (but we had the last laugh by getting further than them!), those no-good Kiwis are planning another full frontal attack – this time courtesy of Tecmagik. Yep, those Brummies-cum-Yanks are in it up to the elbows trying to get their next MS release ready.

Tecmagik have already triumphed with *Populous* and *Pac-Mania* and now they bring you Taito's arcade classic, *New Zealand Story*. If you look back to issue one, you will see that this was exclusively revealed to you in the Whispers section. Well now it's official. Simon Freeman, Master System programmer extraordinaire (and ProFiled in SEGAPRO#1), has been assigned the task of bringing this classic to the Sega. It is said that the MS version will feature practically all of the arcade levels with a few secret hidden gems from Simon himself. It is also said that the graphics are practically identical to the Mega Drive version of the game. Well, they did it with *Populous* and *Beast*, so we've got our fingers crossed.

If this news has you falling over yourself to grab a copy of the game, you'll have to wait until April 1992. Look out for more news, plus exclusive preview pictures, as soon as they are available.

● PRODATES ●

12/91	Golden Axe 2 (MD)	USA
12/91	Double Dragon 2 (MD)	USA
12/91	Task Force Harrier Ex (MD)	Japan
12/91	Fighting Masters (MD)	Japan
12/91	Funky Horror Band (CD)	Japan
12/91	GG Aleste (GG!)	Japan/USA
12/91	Devilish (GG)	USA
12/91	Rolling Thunder (MD)	USA
12/91	Quackshot (MD)	USA
12/91	Chuck Rock (MD)	USA
12/91	Ninja Gaiden (GG)	USA
12/91	Tecmo Cup (MD)	USA
12/12/91	Shadow of the Beast (MD)	UK
12/12/91	John Madden Football '92 (MD)	UK
12/12/91	Mercs (MD)	UK
12/12/91	Out Run (MD)	UK
12/12/91	Pengo (GG)	UK
12/12/91	G-Loc (MS)	UK
12/12/91	Joe Montana Football (GG)	UK
12/12/91	Bonanza Bros (MS)	UK
13/12/91	Undeadline (MD)	Japan
13/12/91	Space Harrier (GG)	Japan
13/12/91	Ariel (GG)	Japan
19/12/91	Phelios (MD)	UK
19/12/91	Burning Force (MD)	UK
19/12/91	Laser Ghost (MS)	UK
19/12/91	Line Of Fire (MS)	UK
19/12/91	Shadow Dancer (MS)	UK
20/12/91	Dahna (MD)	Japan
20/12/91	Double Dragon II (MD)	Japan
20/12/91	Quackshot (MD)	Japan
20/12/91	F-1 Grand Prix (MD)	Japan
25/12/91	Christmas Day!	NOT JAPAN
27/12/91	Golden Axe 2	Japan
27/12/91	F-1 Circus (MD)	Japan
1/92	Sonic the Hedgehog (GG)	UK/Japan/USA
1/92	Paper Boy (MD)	UK
1/92	Super Fantasy Zone (MD)	Japan
1/92	JuJu Legend (MD)	Japan
1/92	Calibre .50 (MD)	Japan
1/92	Mario Lemieux Hockey (MD)	USA
1/92	Sega Hockey (MD)	UK
1/1/92	New Year's Day	Hic!
11/1/92	All-Formats Computer Fair	Birmingham
12/1/92	All-Formats Computer Fair	Leeds
12/1/92	Consumer Electronics Show	Las Vegas
16/1/91	SegaPro#4 on sale!	UK

Key: CD = Mega-CD, MD = Mega Drive, MS = Master System, GG = Game Gear

Remember: Games launched in Japan/US can take a week or so to appear in the UK through grey importers. Please don't give them any grief because they have enough to deal with at this time of the year. Merry Christmas and a stockingful of super Sega software.

WHO ARE...?

CES

153 Whitehart Lane, Barnes, London SW13 0RT. ✆ (081) 8765501.

Mail order founded: 1988.
Shop opening: December 1991.
Stock: Mega Drive, Game Gear, Super Famicom, Game Boy, Atari Lynx.
Main guys: Des, Ted and Doug.
Fave game: Des – Streets of Rage (MD), Shining and the Darkness (MD). Ted – Sonic the Hedgehog (MD).
FYI: range of joysticks, American and UK mags, Jap convertors, Game Gear accessories, and best of all a Sonic doll!
Comments: Des – "CES have been around a long time in the console market, and have survived by meeting the needs of our valued customers."

Des (left) and friends of CES wish all their customers a merry Christmas and a handful of carts in their collective stockings.

We've had numerous phone calls from people wanting to know the details for the All-Formats Computer Fairs, so following is a list of dates and locations. You'll also find a Brucie Bonus which entitles you to £1 off the £4 entrance fee at any of the shows. Dial 0225 868100 for further information.

January 11 – West Midlands, *National Motorcycle Museum (off Junction 6 on the M42)*
January 12 – The North, *University Sports Centre, Calverly Street, Leeds*
January 18 – London, *Horticultural Hall, Greycoat Street, Westminster*
January 19 – The West, *Brunel Centre, Temple Meads, Bristol*
January 26 – Scotland, *City Hall, Candleriggs, Glasgow*

BRUCIE BONUS

£1 OFF

This voucher entitles the holder to £1 off the entry fee to any of the All-Formats Computer fairs held between January 11th and January 26th. For details dial 0225 868100 and shout for John.

SEGA pro

Only one voucher per person. Offer exclusive to SEGAPRO. No copies accepted. Not exchangeable for cash or other merchandise. This voucher cannot be used in conjunction with any other promotional offer. Cash value 0.001p. Offer ends 27/2/92.

ProPrediction [1997]: Segaism is declared new world religion. Everyone worships the great god Sonic.

WHISPERS...

Hush now, dear readers, gather round and I'll let you in on a few closely-guarded secrets known only to key, trusted industry figures like myself. First comes a rumour, probably started by him above, that the GPG (that's God Playing Game) *Populous II* will be making an apparition on a Mega Drive near you sometime in the middle of next year. EA will again be handling it, so expect a top-notch job again.

Sad to say that, unlike previously reported in Whispers#1, *Lotus Turbo Esprit* will not be appearing – boo. However, we have heard on the grapevine that *Turbo Esprit Challenge 2* will be coming to an autobahn near you next year. Gremlin will again be on the job.

Fans of the boardgame *HeroQuest* (if there are any?) may be interested to hear a whisper that a Sega version is in production. Versions are planned for Game Gear, Master System and Mega Drive – chances are the computer game convertors, Gremlin, will be handling the job.

This isn't so much a whisper, it's more like a shout. *Sonic 2* will be coming out in the middle of next year on MD, MS and GG. These words come direct from Sega in Japan, so that's about as concrete as you can get.

Millennium, developers of the *James Pond* duo, are said to be working on some completely new products. No titles as yet but they assure us that none of them will be rehashes of games they've already released on computer.

The first confirmed CD game in Britain is *Prince of Persia*. The word is already around Japan, although the UK originator, Domark, is saying nothing.

Baseball fans will thrill to the knowledge that *RBI 3* is currently being released in the States by Tengen. With the newly-formed Tengen Europe up and running under the guiding hand of Domark, it seems logical that this will be over here in the first half of next year. Also on the books is a MD version of *Roadblasters*, a conversion that is looking coin-op perfect.

Here's a piece of gossip to get your fangs into. How about *Batman 2* on the Mega Drive? Well, Sunsoft, who programmed the original Sega version, have just brought out a NES version and hope to have a Mega Drive one following soon. The game is not based on the film as it revolves around the Joker and his return to Batman's life. The whole game keeps the Gothic looks of the first, although the format of the MD version may differ from the NES.

Finally, Imagitec (who are helping out with MD *American Gladiators* which I mentioned last month), also reckon they might have a few other titles up their sleeves. How about this for the Mega Drive: *Humans, Gadget Twins* and *Wheel of Fortune*. And for the Game Gear: *Wheel of Fortune, Viking Child, Demon's Gate* and *Humans*.

Until next month, keep your joystick lean and your nose clean. Merry Christmas.

● **Ivor Leak**

THE IMPORT CHARTS

Compiled with the help of Kingbit Games, Console Concepts, Computer Games, ICE and Whizz-Kid Games.

MEGA DRIVE

1	*3*	**Mercs**	74%
2	*NE*	**Quackshot**	95%
3	*6*	**Sonic**	96%
4	*5*	**ToeJam & Earl**	93%
5	*7*	**EA Hockey**	94%
6	*2*	**Road Rash**	91%
7	*4*	**Devil Crash**	92%
8	*1*	**Streets of Rage**	96%
9	*NE*	**The Immortal**	94%
10	*NE*	**Shadow of the Beast**	76%

GAME GEAR

1	*NE*	**Ninja Gaiden**	70%
2	*NE*	**Galaga '91**	57%
3	*NE*	**Wonder Boy**	84%
4	*2*	**Shinobi**	79%
5	*NE*	**Castle of Illusion**	96%

MASTER SYSTEM

1	*NE*	**Sonic**	96%
2	*1*	**Castle of Illusion**	96%
3	*6*	**Golfamania**	86%
4	*NE*	**World Class Leader Board**	83%
5	*2*	**Spider-Man**	88%
6	*5*	**Speedball**	90%
7	*NE*	**Xenon II**	85%
8	*NE*	**Mercs**	68%
9	*9*	**Paperboy**	83%
10	*8*	**The Ninja**	81%

SEGA LIKE IT ON TOP

In a recent industry poll run by Computer Trade Weekly, Sega have cleaned up in the console sections. The poll was conducted among 50 independent retailers and here are some of the results. 82% of these said that the Mega Drive will be the biggest selling games console this Christmas, with the Master System coming in second with 12%, giving Sega 84% in total. The Game Gear received a whopping 54% of the votes for best-selling hand-held, over 20% more than the Game Boy and 40% more than the Lynx. Sega also received four of the top five placings in the biggest-selling video game category. *Sonic* on the Mega Drive claimed top spot, the Master System version came second, *Streets of Rage* third and *Donald Duck* joint fifth. Now let's hope Sega can supply the stock!

ON THE FIRST DAY...

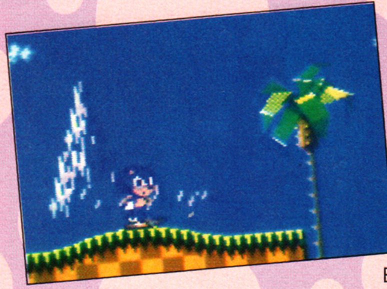
... of Christmas SEGAPRO gave to me:

★ Damian's toy Lamborghini, Les's It video mobile, Dom's magic cube, Rich's Wicked Willy mug, Andy's EASN hat, Di's T-shirt, Melanie's MM2 jiffy, and a special tape of Richard's show on Radio 5!

To win these dubious "gifts", the SegaPros are asking:
How many ProReviews have there been since issue one?

A 65 **B 15** **C 40**

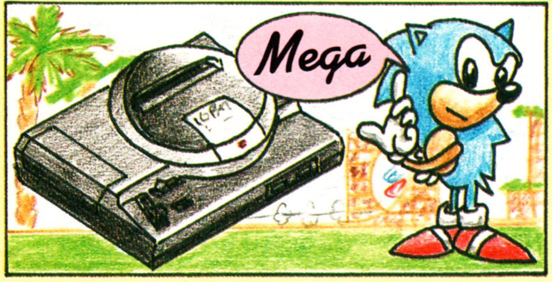
See page 75 for more details and official competition entry form.



Sonic the Hedgehog will be smashing onto your Game Gear late in January – possibly even early February. The game has been reprogrammed for the portable and, as you can see from the exclusive sneak peek above, it's looking damn hot. Don't miss it for anything.

ProPrediction [1992]: Damien Butt changes surname to Asshole to avoid any further jokes.

WANTED
$ CASH PAID $
WE WANT YOUR GAMES
WE PART-EXCHANGE OR
PAY CASH FOR ANY OF
YOUR UNWANTED
CONSOLE GAMES
Ax' where da ya get these wicked games man
Look dudes just check out these shops they have over 100,000 games in stock
Yer Ax' chill out an tell us where y' get Sega & Nintendo games
....Visit our shops



OFFICIAL UK
MEGADRIVE
+ ALTERED BEAST
+ FREE JAP TO UK ADAPTOR

TRADE IN PRICE **£99** CALL FOR DETAILS OR WITHOUT TRADE-IN **£119.99**

IMPORT
MEGADRIVE
+ FREE GAME OF OUR CHOICE
PLAYS ALL CARTRIDGES

TRADE IN PRICE **£89** CALL FOR DETAILS OR WITHOUT TRADE-IN **£109.99**

	NEW	USED
688 ATTACK SUB	34.99	24.99
AFTERBURNER 2	29.99	19.99
ALIEN STORM	29.99	19.99
ALTERED BEAST	19.99	9.99
ABRAHAMS BATTLE TANK	34.99	24.99
BACK TO THE FUTURE 2	34.99	CALL
BACK TO THE FUTURE 3	34.99	CALL
BATMAN	34.99	24.99
BLOCK OUT	34.99	19.99
BONANZA BROS	29.99	22.99
BUCK ROGERS	34.99	CALL
BUDOKAN	34.99	19.99
COLUMNS	26.99	19.99
CALIFORNIA GAMES	34.99	CALL
CELTIC vs LAKERS	34.99	24.99
DARK CASTLE	29.99	22.99
DICK TRACY	34.99	24.99
DEVILS CRASH	34.99	CALL
DECAP ATTACK (MAGICAL HAT)	29.99	19.99
DINOLAND	34.99	19.99
DONALD DUCK (QUACKSHOT)	29.99	24.99
ESWAT	29.99	16.99
EA ICE HOCKEY	34.99	24.99
F22 INTERCEPTOR	34.99	CALL
FANTASIA	34.99	24.99
FLICKEY	26.99	14.99
FATAL REWIND	34.99	24.99
GOLDEN AXE 2	29.99	24.99
GOLDEN AXE 1	29.99	19.99
GHOULS 'N' GHOSTS	37.99	22.99
GYNOUG (WING OF WAR)	29.99	19.99
HELLFIRE	29.99	19.99
JOHN MADDEN FOOTBALL	34.99	22.99
JEWEL MASTER	34.99	19.99
JAMES BUSTER DOUGLAS	29.99	19.99
KILLING GAME SHOW	34.99	22.99
MIDNIGHT RESISTANCE	34.99	19.99
MICKEY MOUSE	34.99	24.99
MS PACMAN	29.99	22.99
MARBLE MADNESS	34.99	CALL
MERCS	34.99	19.99
MONSTER WORLD 3	34.99	22.99
MARVEL LAND	34.99	24.99
OUTRUN	34.99	24.99
PHANTASY STAR 2	49.99	24.99
PHANTASY STAR 3	44.99	29.99
PITFIGHTER	34.99	24.99
PGA GOLF	34.99	29.99
POPULOUS	34.99	24.99
POWERBALL	34.99	24.99
RAIDEN TRAD	39.99	24.99
RAMBO 3	26.99	19.99
RAINBOW ISLAND	34.99	24.99
REVENGE OF SHINOBI	29.99	19.99
RENT A HERO	34.99	22.99
RING OF POWER	34.99	24.99
RINGSIDE ANGEL	29.99	19.99
ROAD RASH	34.99	24.99
ROLLING THUNDER 2	34.99	CALL
ROBOCOD (JAMES POND 2)	34.99	CALL
STORMLORD	34.99	24.99
SUPER MONACO GP	29.99	22.99
SHADOW BLASTERS	34.99	19.99
SUPER REAL BASKETBALL	29.99	19.99
SHADOW OF THE BEAST	39.99	CALL
SWORD OF VERMILLION	44.99	29.99
SWORD OF SODAN	24.99	16.99
STAR CONTROL	34.99	24.99
STRIDER	37.99	24.99
STREET SMART	34.99	24.99
SHADOW DANCER	29.99	19.99
SPACE HARRIER 2	29.99	19.99
SONIC THE HEDGEHOG	29.99	24.99
SPIDERMAN	34.99	24.99
SHINING IN THE DARKNESS	44.99	34.99
STREETS OF RAGE (Bare Knuckles)	29.99	24.99
STAR FLIGHT	39.99	29.99
SPEEDBALL 2	34.99	24.99
THUNDER FORCE 3	32.99	24.99
THE IMMORTAL	37.99	24.99
TURRICAN	32.99	22.99
TWIN COBRA	34.99	24.99
TOE JAM & EARL	34.99	24.99
TOKI	29.99	CALL
WARDNER	34.99	24.99
WORLD CUP ITALIA 90	26.99	19.99
WRESTLE WAR	29.99	24.99
XENON 2	34.99	24.99
ZANY GOLF	34.99	19.99
ZERO WINGS	34.99	24.99

Great to play outdoors

FREE POSTAL SERVICE ON ALL GOODS

Great to play at home

FREE POSTAL SERVICE ON ALL GOODS

MASTER GEAR ADAPTOR

RRP £34.99 **£19.99**

ALLOWS MASTER SYSTEM GAMES TO BE PLAYED ON THE GAME GEAR

Hi folks Im here too

GAME GEAR £89.99

AC ADAPTOR	6.99
CAR ADAPTOR	6.99
BASEBALL	22.99
COLUMNS	17.99
CHASE HQ	22.99
DONALD DUCK	22.99
DRAGON CRYSTAL	22.99
FACTORY PANIC	22.99
FROGGER	19.99
GOLDEN AXE	22.99
G LOC	22.99
JOE MONTANA	22.99
LEADERBOARD	22.99
MICKEY MOUSE	22.99
NINJI GAIDEN	22.99
OUTRUN	22.99
PENGO	19.99
PSYCHIC WORLD	17.99
PUTTER GOLF	17.99
RASTAN	22.99
SHINOBI	22.99
SUPER MONACO	17.99
WONDERBOY	17.99
WOODY POP	19.99
TV TUNER	69.99

MASTER SYSTEM £54.99

NEW RELEASES

ALIEN STORM	26.99
BACK TO THE FUTURE 2	26.99
BONANZA BROTHERS	26.99
BUBBLE BOBBLE	24.99
DRAGON CRYSTAL	26.99
DYNAMITE DUKE	26.99
FLINTSTONES	26.99
LEADER BOARD	26.99
PACMANIA	31.99
POPULOUS	31.99
SPEEDBALL	26.99
STRIDER	26.99
SONIC THE HEDGEHOG	24.99
XENON 2	26.99

	NEW	USED
ALL 3D GAMES	9.99	5.99
ACTION FIGHTER	11.99	7.99
AFTER BURNER	26.99	14.99
ALIEN SYNDROME	26.99	9.99
AMERICAN PRO FOOTBALL	26.99	14.99
BATTLE OUTRUN	26.99	16.99
CHOPLIFTER	22.99	9.99
CALIFORNIA GAMES	26.99	19.99
DOUBLE DRAGON	26.99	14.99
DYNAMITE DUX	26.99	14.99
ESWAT	26.99	19.99
FORGOTTEN WORLD	26.99	21.99
GLOBLE DEFENCE	11.99	7.99
GOLDEN AXE	26.99	19.99
GOLFAMANIA	29.99	19.99
GHOULS & GHOSTS	26.99	19.99
INDIANA JONES	26.99	19.99
MICKEY MOUSE	26.99	21.99
OUTRUN	26.99	14.99
OPERATION WOLF	26.99	14.99
PAPERBOY	26.99	21.99
RAMBO 3	26.99	14.99
SPACE HARRIER	26.99	14.99
SHINOBI	26.99	14.99
SPELLCASTER	26.99	16.99
SUPER MONACO GP	26.99	19.99
SUMMER GAMES	26.99	19.99
SPIDERMAN	26.99	14.99
THUNDER BLADE	26.99	12.99
TIME SOLDIERS	26.99	12.99
ULTIMATE 4	26.99	14.99
VIGILANTE	26.99	14.99
WORLD SOCCER	22.99	14.99
WORLD GAMES	22.99	16.99
Y'S	29.99	19.99
ZILLION 2	22.99	12.99

GAME BOY

INCL TETRIS & BATTERIES,
STEREO HEADPHONES & 2 PLAYER LEAD
+ **FREE** MAINS ADAPTOR

£69.99

NINTENDO

CONTROL DECK & TURTLES
OR SUPER MARIO

£79.99

TITLES NOT AVAILABLE WILL BE DESPATCHED ON DATE OF RELEASE. WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION E & O E

WE STOCK A FULL RANGE OF GAMEBOY & NINTENDO SOFTWARE WRITE OR CALL FOR FULL PRICE LIST

WEST LONDON

COMPUTER GAMES
309 GOLDHAWK ROAD
LONDON W12 8EZ
☎ 081-741 9050 10am - 8pm

WEMBLEY MARKET

WEMBLEY STADIUM MARKET
SUNDAY 10am - 2pm

EPSOM, SURREY

THE GAMES ROOM
UNIT 15 IN SHOPS
EPSOM MARKET HALL
HIGH STREET EPSOM
SURREY KT19 8TX
☎ 0372-744465 9am - 5.30pm

SUTTON, SURREY

THE GAMES ROOM
11 THE ARCADE
SUTTON, SURREY
☎ 0372 74465

SUFFOLK

BITS 'N' BYTES
8-12 DIAL LANE IPSWICH
SUFFOLK IP1 1OL
☎ 0473 219961 9.30am - 5.30pm

EAST LONDON

COMPUTER SHOPPING WORLD
259 HIGH STREET,
WALTHAMSTOW,
LONDON E17 7BL
☎ 081-503 6633 9am - 5pm

ROMFORD, ESSEX

THATZ ENTERTAINMENT
UNIT 33-34
ROMFORD SHOPPING HALL
MARKET PLACE, ROMFORD
ESSEX RM1 3AB
☎ 0708 744338 9am - 5pm

LAKESIDE, ESSEX

THATZ ENTERTAINMENT
UNIT 619 PAVILLION BUILDING
LAKESIDE SHOPPING CENTRE
WEST THURROCK, GRAYS
☎ 0708 890800 9.30am - 8pm

UPMINSTER, ESSEX

VIDEO SCREEN COMPUTER GAMES
205 ST. MARYS LANE
UPMINSTER
ESSEX RM14 3BU
☎ 0708 640500 10am - 6pm

All shops are Independant
Shop prices may vary

MAIL ORDER EXPRESS LINES

FREE POST 04022 26880 081-741 9050 FREE POST

Access NEXT DAY DELIVERY BARCLAYCARD VISA

YOUR UNWANTED CONSOLE GAMES PHONE NOW! FOR FREE QUOTATION

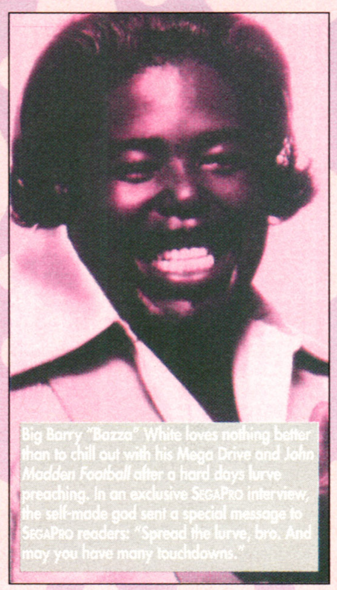
£1 FREE VOUCHER WITH EVERY PURCHASE IN OUR SHOP

ACCLAIM ON THE GAME

Acclaim need little introduction to Nintendo owners, and as we revealed in SegaPro#1, they are about to hit the Sega machines. Titles like The Simpsons, Terminator 2, Smash TV and Total Recall are their big sellers.

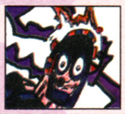
We mentioned in our original story that Mirrorsoft had snapped up the rights to produce the Master System versions of these games, and now Acclaim in the UK have announced that they will be producing the Mega Drive and Game Gear versions. This means that in the third quarter of 1992, Mega Drive and Game Gear owners are really going to have something to smile about. No titles have been confirmed but you can rest assured that all the biggies will be making the transfer to Sega. But don't have a cow just yet, man, when the games are ready to be launched you can expect the exclusive story in SegaPro.

BRAND X SPRAY PAINT NO CFC'S


Big Barry "Bazza" White loves nothing better than to chill out with his Mega Drive and *John Madden Football* after a hard days lurve preaching. In an exclusive SEGAPRO interview, the self-made god sent a special message to SEGAPRO readers: "Spread the lurve, bro. And may you have many touchdowns."

THE SEGAPRO IS BORN

Your favourite Sega mag has spawned a cartoon character. The SegaPro is the product of the warped mind of SegaPro reader Simon Misra from Wigan. Starting next issue, the antics of the SegaPro will be covered in a regular cartoon strip. We say regular, but this guy is far from it. He's rad, he's bad and he's got one gonad. Don't miss it.


The SegaPro in the early stages of development, and the many guises under which he might appear. He'll be

SONIC GETS HIS EARS BOXED

Anyone reading this who is thinking of buying either a Master System or a Mega Drive, may perhaps want to hold onto their money for a few more days.

That blue-rinsed hedgehog, Sonic, is to be bundled with both machines in a special Sonic pack. The Mega Drive bundle will be available before Christmas but is bound to be in short supply so order now. The Mega Drive version will retail at £129.99. Dixons, the high street chain, already have a Sonic bundle of their own, and theirs comes with Altered Beast as well for £149.99. Next April should see the launch of the Master System II Sonic bundle. This includes a free Alex Kidd title, and the price will be £79.99. No decisions have been taken yet as to whether or not Sonic will appear in the Master System Plus package.

OFFICIAL GENESIS SEAL OF QUALITY

ON THE SECOND DAY...

... of Christmas Console Concepts gave to me:

★ One of their special Mega Drive Xmas packs. In this you will get a Mega Drive (obviously), Quackshot, Streets of Rage, stereo headphones, dust cover, £10-worth of money-off vouchers and all of it covered by a full 12 months guarantee! It's worth £170!

Steve and Colin, or Donner and Blitzen as they like to be known this time of the year, ask:

On which day of the week do we open late during December?

A Friday **B** Saturday **C** Wednesday

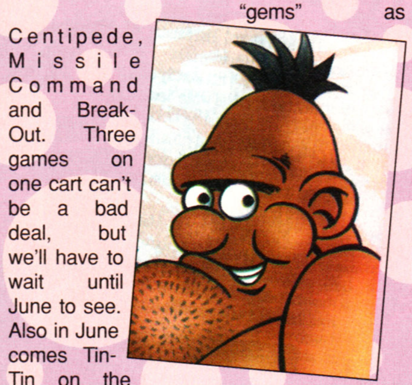
See page 75 for more details and official competition entry form.

VIRGIN LOSE THEIR MARBLES

Not happy with the stunning Mega Drive releases we previewed in issue one (Chuck Rock, Corporation and The Terminator), which should appear in the first quarter of 1992, Virgin Games have announced a cornucopia (that's loads) of new titles.

It all starts in April when they release the Master System version of Marble Madness (check out the MD version on page 68). April is also the launch date for Manchester United in Europe. The game hit number one in the charts for computers, and looks like doing the same when it is released on the Mega Drive.

Again towards the end of April, Master System owners get their first big licence of 1992. Yep, The Terminator makes its long-awaited appearance for the 8-bit machine. Help Kyl(i)e Reese save the future by beating the machine in the past.



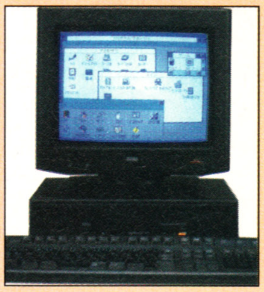
In June, Master System owners get the Virgin stuff all to themselves. Arcade Classics is a compilation cart featuring such "gems" as Centipede, Missile Command and Break-Out. Three games on one cart can't be a bad deal, but we'll have to wait until June to see. Also in June comes Tin-Tin on the Moon. More news as it happens.

THE WINNERS

Now for the moment a lot of you have been waiting for. We can now announce the winners of the competitions run in SegaPro#1.

Teradrive

(SegaPro)



We were astounded by the number of people who entered this competition (that's why we're running it again this month). After such a huge response, the very lucky person to be pulled out of the box was **Peter Gray** from Bexley Heath in Kent. Start clearing out space in the bedroom, Pete.

Electric Shock

(Electronic Arts)

Again this competition had a fabulous response, shocking everyone.

MEGA DRIVE
WILL HARVEY PRESENTS
Immortal
ELECTRONIC ARTS

The winner of the entire EA range of games was **Ian Salt** from Ryall near Bridgeport.

The 15 runners-up, who all receive the EA game of their choice, are Robert Parsons from Highbury, Neil Shellard from Bristol, Allen Greig from Clydebank, Stuart Jennings from Broseley, Paul Greig from London, Matthew Pulverness from Splot, SJ Bambridge from Norwich, Rick Billson from Staines, M Francis from Kensall Green, Steven Niblock from Glasgow, James Heaton from Leicester, Ben Cork from Ipswich, Lawrence Spencer from South Croydon, Steven White from Leicester and Ben Taylor from Wilmslow.

Turn Down That Racket

(Evesham Micros)

The ten lucky winners of sets of ear-busting Zy-Fi speakers are Simon Gamester (!) from Grassington, Francis Tamaklow from Mulme, Simon Li from London, Wai Sing Man from Brighton, S Haley from County Durham, D Lyons from Sutton, Darren Breakwell from Derby, Terry Knights from Redruth, Dario Lopez from London and Rob Letts from Walsall.

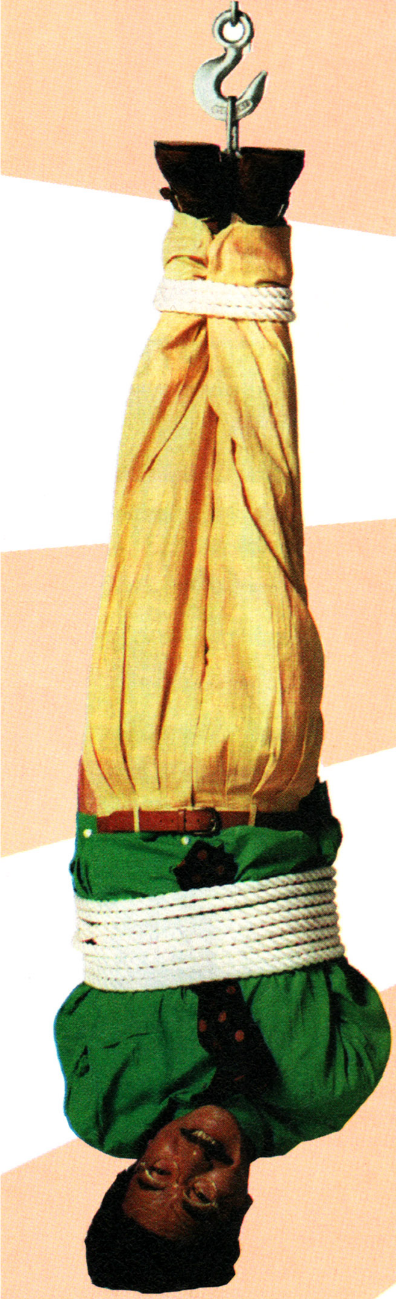
All the names have been forwarded to the sponsoring companies, so they should be in the process of being dispatched to you right now. If you haven't received anything by the end of the month, give Melanie "tolerant" Turner a ring on (0225) 765086 and she'll smooth talk her way out of the situation.

SEGA™
Master System
SUPER KICK OFF
GOLD MASTER
U.S. GOLD
U.S.GOLD MASTER BLASTERS

U.S.GOLD MASTER BLASTERS
C+VG HIT
WORLD CLASS LEADER BOARD™
HEROES OF THE LANCE
OUT RUN EUROPA™
BLASTERS
PAPERBOY™
GAUNTLET™
IMPOSSIBLE MISSION™
INDY™ AND THE LAST CRUSADE
BEST PLATFORM GAME (Complete Guide To SEGA)

Copyright subsists on all titles. All rights reserved.
U.S.GOLD Ltd., Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 625 3366

NEWS FROM JAPAN



with Shintaro Kanaoya

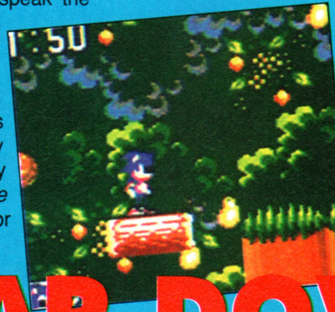
GEAR DOWN

There are four, yes, count the buggers, four big games out on the Game Gear this month. In reverse order of excitement, we start with *Space Harrier*. This should be out by the time you read this on a 1Mbit cartridge. It looks uncannily similar to the Master System version, with the graphic glitches and a sort of invisible border surrounding every sprite. Still, Game Gear owners can stop moaning for now they have one of the biggest arcade machines in their little hand-held.

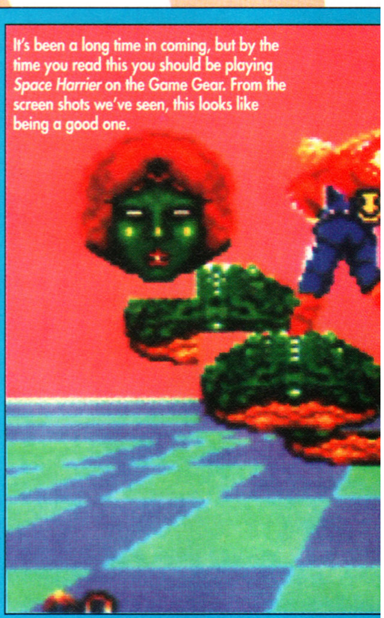
Second up is *Ariel*, a 2Mbit mini RPG. Typically for the GG, it's a cute fantasy type. For its size, the GG does a unremarkable job and for those of you who speak the lingo – Japanese! – it should prove a game at least deserving of a look. In Japan, it has been awaited very anxiously and may well be *the* RPG/simulation for the GG.

GG Aleste is a straightforward, no-nonsense, single-barrelled blast-'em-up. No tricks, no gimmicks, no promotional characters, no TV spin-offs, no Simpsons or Turtles, just a darn good space-shooting game. It has the usual array of special weapons, but just deployed with more class and style than today's over-glamorised shoot-'em-ups.

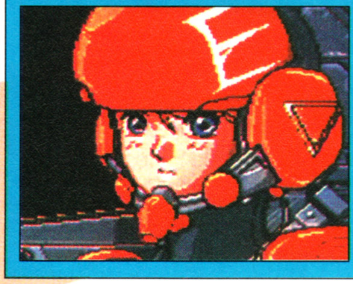
Without any shadow of a prickly animal, the most waving of hands in the air and leaping for joy has been over the news of *Sonic* on the Game Gear. The game features the supersonic blue hedgehog with an attitude, and is completely different from the Mega Drive version. Due to the amount of time spent making this version unique, GG *Sonic* has been delayed till January. But you can be sure that as soon as it's over here, you'll have it over there.

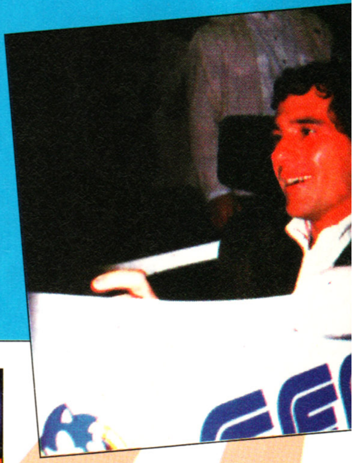


A few other interesting Game Gear announcements this month include a cutsie upward-scrolling fantasy shoot-'em-up



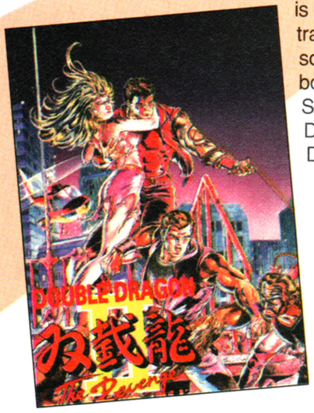
It's been a long time in coming, but by the time you read this you should be playing *Space Harrier* on the Game Gear. From the screen shots we've seen, this looks like being a good one.

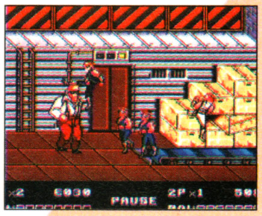




MOSHI MOSHI MEGA

Double Dragon 2: The Revenge is the long-awaited sequel to what is considered to be the all-time greatest beat-'em-up in Japan. This time, the game is even more tragic than the first with the hero's girlfriend not just being kidnapped by thugs, but actually being killed by them. Naturally the hero and his brother swear revenge (unless it's a one-player game, in which case the hero's brother has a prior engagement). This is one of the few games that has transcended the barriers of console restrictions and appears on both the Famicom (NES) and Sega. Look out for the Mega Drive version at the end of December.

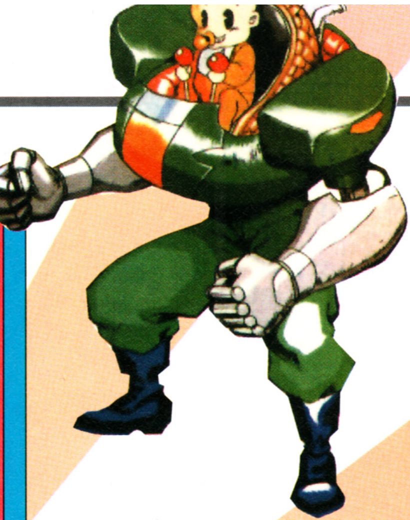




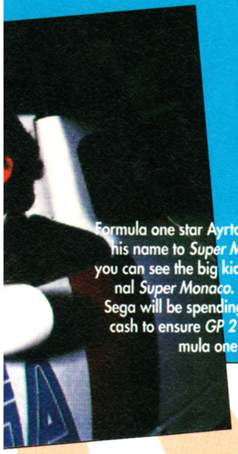
ZONE DRONE?

Super Fantasy Zone is what could be called the definitive version of one of the most boring shoot-'em-ups ever created. For some reason, this vomit-inducing cute game has been hailed as a modern masterpiece. The hero is a little spaceship with wings called Opa Opa, and it flies around cutely shooting cute baddies while they cutely blow up and leave cute coins. You can then pick up this cute money and enter a very cute shop and buy cute power-up items such as bigger wings, laser beams and extra cute lives. The bosses range from a fish to a halloween pumpkin and are all naturally very, er, cute. In my humble opinion, this is one of the most over-rated games in the universe.

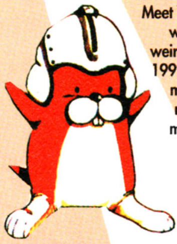
ProPrediction [1]: Shinny buys a proper word processor.



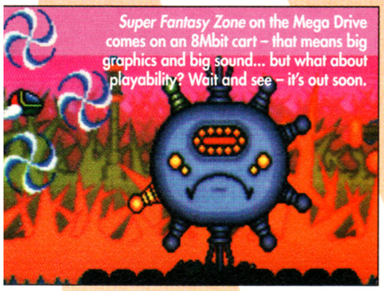
called *Fray*, a future sport based on American Football called *Buster Ball* and the inimitable Ayrton Senna who's lent his name to *Super Monaco GP 2*.



Formula one star Ayrton Senna is to lend his name to *Super Monaco GP 2*. Here you can see the big kid playing the original *Super Monaco*. Rumour has it that Sega will be spending huge amounts of cash to ensure *GP 2* is the ultimate formula one racing simulation.



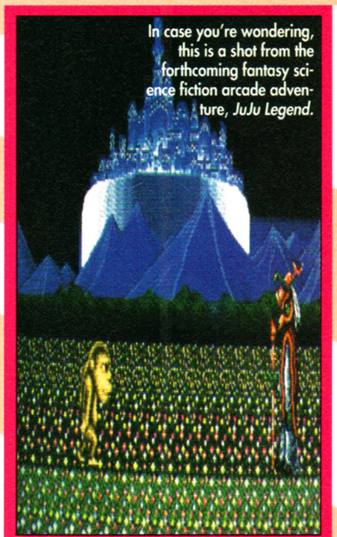
Meet Yoghurt – the Sega star who is set to become the weirdo furball character for 1992. He's sort of a beaver mixed with a bit of chipmunk who wears a helmet and visor. Yoghurt's first star appearance will be in *Shining Force*. Move over Sonic – your match (?) has been made.



Super Fantasy Zone on the Mega Drive comes on an 8Mbit cart – that means big graphics and big sound... but what about playability? Wait and see – it's out soon.

MEGA DRIVE TOP TEN (JAPAN)

1. Sonic the Hedgehog
2. Pro Baseball (Super League)
3. I ❤ Mickey Mouse (Fantasia)
4. Baseball Story
5. Shining and the Darkness
6. Super Monaco Grand Prix
7. Out Run
8. Galaxy Force II
9. El Viento
10. Commando 2 (Mercs)



In case you're wondering, this is a shot from the forthcoming fantasy science fiction arcade adventure, *JuJu Legend*.

ANCIENTS OF JU JU

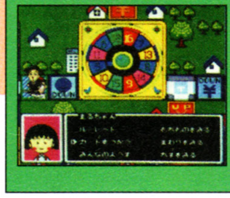
There's news of two more additions to the infinitely expandable *Valis* saga. *Dream Warrior Valis* is an arcade adventure while *SD Valis* is the cutsie version. That doesn't mean *SD Valis* is any easier, just more fun to look at and play. Finally, to round up the Mega Drive releases, there's *JuJu Legend*, a fantasy science-fiction arcade adventure, *The Kristal*; and a strange *Break-Out* clone called *Bad Omen*.

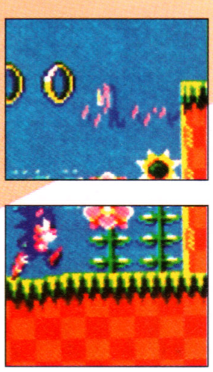
LET'S GO SHOPPING

Coming in the next couple of months on Mega Drive is – wait for it – *Little Maruko-Chan's Exciting Shopping*. Obviously, this may all sound a bit foreign to you, which it is, so I shall explain.

Maruko-Chan is a character from a Japanese comic. This cartoon has become a phenomenon, with an appeal both for older and younger comic readers. The closest thing to it in the UK is Calvin and Hobbes; the similarity lying in the way the stories use a child to view adult life. The drawings in Maruko-Chan are very very basic, only being one step up from a stick man, but somehow this manages to capture the simplicity and cuteness which Japan seems to have embraced over the last few years.

This game carries on the simplicity theme and the format is basically a jazzed up board game like Monopoly or Ludo. The aim is to guide any of a number of characters (or shoppers) around the board, buying things as they go. There's a very Zen like feel to the whole caboodle, uncluttered and simple, lacking in the hectic day-to-day business that permeates through Japan. That is obviously why the cartoons and comics attract people in their millions, and you can see for yourself on January 7 when the game comes out. It'll be like Xmas all over again.

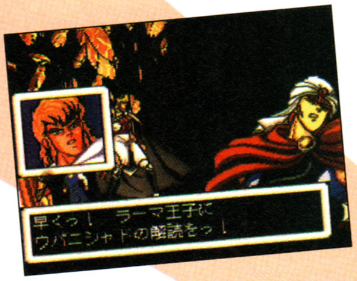




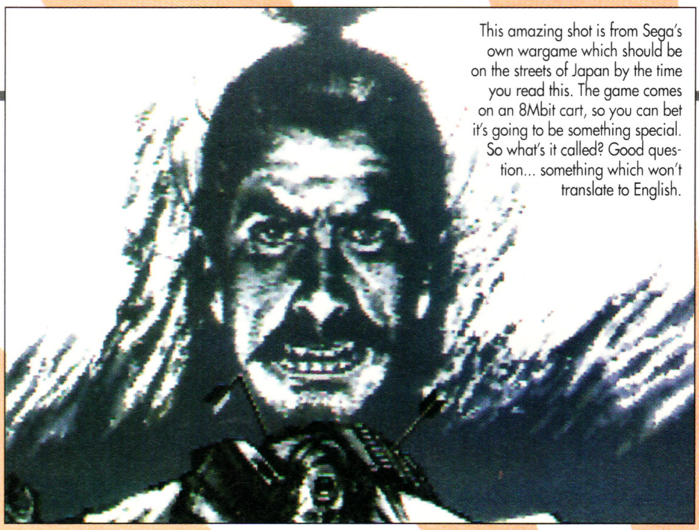
Be sure to catch *Sonic the Hedgehog* on the Game Gear early in January. The game was originally pencilled in for a pre-Christmas appearance, but failed to meet its deadline because the programmers have tried to make it different to the Master System and Mega Drive versions.

ProPrediction [2]: Shinny marries Suzy Oki.

NEWS FROM JAPAN


早くっ！ ラーマ王子に
ウパニシャドの解読をっ！

Something that sounds very dodgy, but is most certainly not, is *Magic Maiden: Silky Lip*. It is an adventure RPG done very much in a TV cartoon format – so much so, that between levels (called episodes) you get adverts. No doubt these will be for other games by Nihon Telenet, makers of the game.


This amazing shot is from Sega's own wargame which should be on the streets of Japan by the time you read this. The game comes on an 8Mbit cart, so you can bet it's going to be something special. So what's it called? Good question... something which won't translate to English.

METAL PEDAL DEVIL

The edge that *F-1 Circus* (released on December 27) has over most of its counterparts is speed. It is just that little bit faster than the rest which means when you start playing the game, unless you're on some illicit drug that makes you react very quickly, you'll have to use the training mode. This lets you practise the various bends and chicanes from each course and even gives advice as to how to take it. You can also set the steering to heavy, medium or easy. The game is a conversion of the PC Engine game of the same name but has certain improvements like a little map of the portion of the course that you're racing on, a reverse gear for really tight manoeuvres, and you can tune the car more finely. In all, there are seven bits you can adjust on the car: steering, wings, tyres, suspension, brakes, gears and transmission (automatic for wimps or manual for potential Piquets or Sennas).

GAME GEAR TOP FIVE (JAPAN)

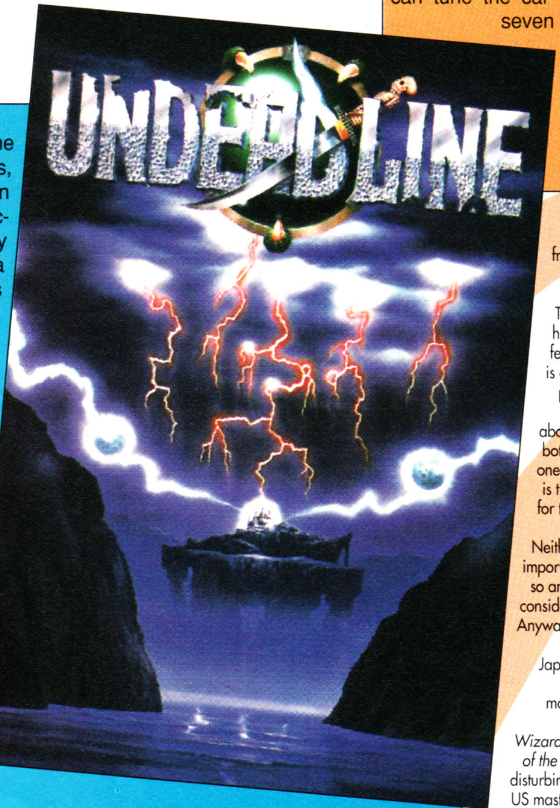
1. Eternal Legend
2. Out Run
3. Fantasy Zone Gear
4. Wagyan Land
5. Advanced Wargame Sim

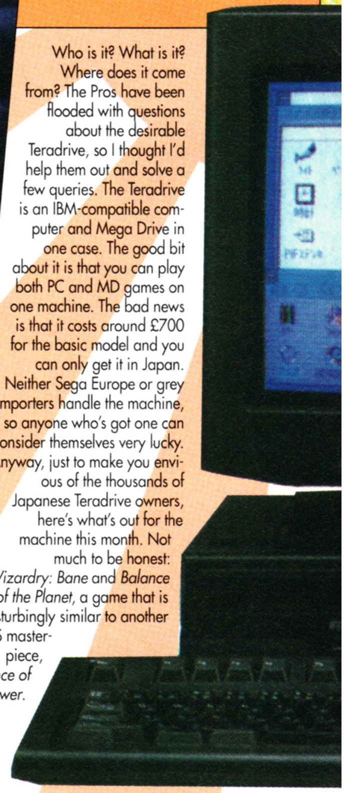
THE DEAD DON'T DANCE

The best game title of 1991 must go to the fantasy shoot-'em-up, *Undeadline*.

There are six stages to choose from: a forest, cemetery, ruins, rock, cave and drain. Like *ThunderForce III*, you can play the stages in any order, but they all have to be completed eventually. After the six are sussed, you go onto the final level. According to my calculations, that makes 720 different ways you can complete this game. Another novel aspect of *Undeadline* is that at the end of every stage you earn a certain number of points which can be allocated to strength, magic, dexterity and agility. It all sounds like an interesting combination, so look out for this imaginative shoot-'em-up on December 13, a Friday funnily enough...

Shining Force is also gaining pre-release publicity, despite the fact that it won't be released until March 27, 1992. Still, the fight sequences certainly look very impressive, cartoon-like with lots of frames of animation. The game has, however, already given birth to a new cult character that I believe may outdo Sonic as a Sega mascot. His (or perhaps her!) name is Yoghurt. Anyway, Yoghurt is an enigma. The character appears at odd times in *Shining Force* and does very odd things. Yoghurt may, for example, block your way for no apparent reason, stare at you with a gormless look on his face, and then run away. No-one knows whether he can talk, whether he can fight, use magic or even whether he is friend or foe. Whatever he is, Yoghurt is set to have a cult following.

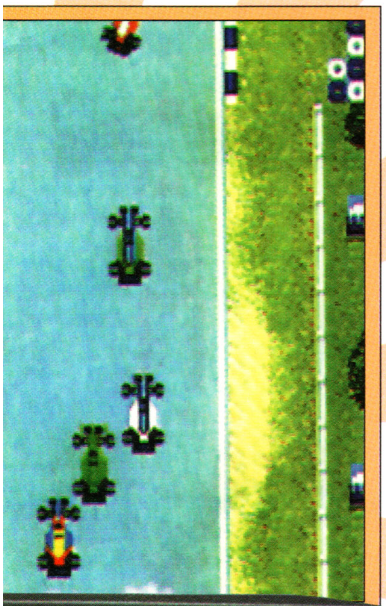


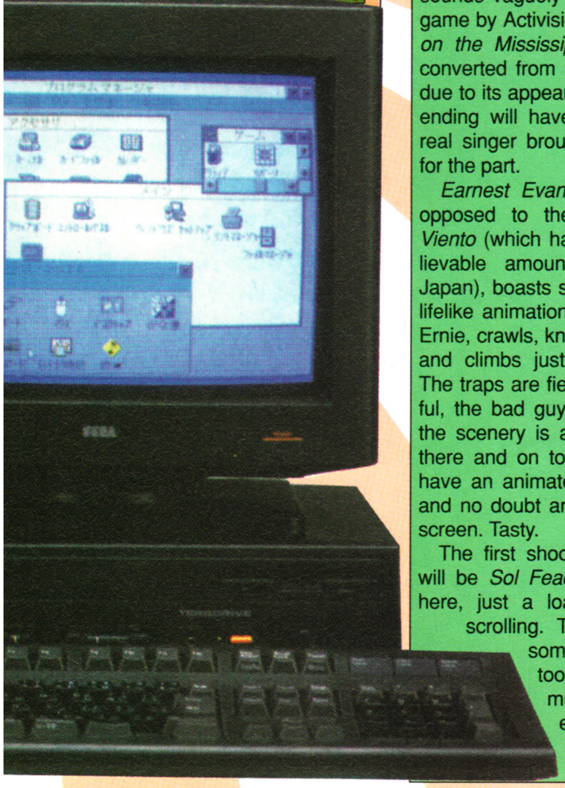

Who is it? What is it? Where does it come from? The Pros have been flooded with questions about the desirable Teradrive, so I thought I'd help them out and solve a few queries. The Teradrive is an IBM-compatible computer and Mega Drive in one case. The good bit about it is that you can play both PC and MD games on one machine. The bad news is that it costs around £700 for the basic model and you can only get it in Japan. Neither Sega Europe or grey importers handle the machine, so anyone who's got one can consider themselves very lucky. Anyway, just to make you envious of the thousands of Japanese Teradrive owners, here's what's out for the machine this month. Not much to be honest: *Wizardry: Bane* and *Balance of the Planet*, a game that is disturbingly similar to another US masterpiece, *Balance of Power*.

ProPrediction [3]: Shinny becomes the Terry Wogan of JSTV.

INTELESTING FLACTS

Like the UK and USA, Japan has a strange knack of changing the titles of games from their country of origin. This month's stupid name changes include a couple of Disney games that have only just reach the Japanese shores. First off there's *Fantasia* which has, for some inexplicable reason, been renamed *I ❤ Mickey Mouse.* But the strangeness doesn't end there. On December 20, Japan will see a game called *I ❤ Donald Duck*, which is, of course, *Quackshot*! Okay, so the words Fantasia and Quackshot don't make much sense in Japanese, but does Truxton or Herzog Zwei make much sense in English?





MORE MEGA-CD MOMENTS

Word on the editorial grapevine is that there's a big Mega-CD feature in this issue, so I'll just give a short recap on what s happening on the Mega-CD now, and what's worth waiting for over the next few months.

Firstly we have *Cosmic Woodstock: The Funky Horror Band*. This will almost definitely be released with the Mega-CD. It's an RPG featuring a six-alien funk band, sort of Prince with The New Power Generation but uglier. You don't actually get to be them, but you will come across them. Being one of the all important Mega-CD showcase pieces, it will contain a ridiculous amount of sound and speech. It looks curious and will be worth checking out just for the music.

Heavy Nova is a sort of wrestling game but with heavy metal robots. Not much plot to this, just choose one of four robots and beat up everything in sight. One of those games that you get the sneaking suspicion doesn't need to be on CD at all.

Nostalgia 1907 is an adventure game set aboard a boat and its main attraction seems to be the sepia tone graphics. Very much a Death on the Nile look to it, it sounds vaguely similar to an old game by Activision called *Murder on the Mississippi*. Anyway, it's converted from PC versions, but due to its appearing on a CD, the ending will have a song with a real singer brought in especially for the part.

Earnest Evans, the game as opposed to the co-star in *El Viento* (which has sold an unbelievable amount of copies in Japan), boasts some of the most lifelike animation ever. The hero, Ernie, crawls, kneels, rolls, hangs and climbs just like we would. The traps are fiendish and plentiful, the bad guys big and scary, the scenery is almost like being there and on top of all this you have an animated intro scene – and no doubt an animated outro screen. Tasty.

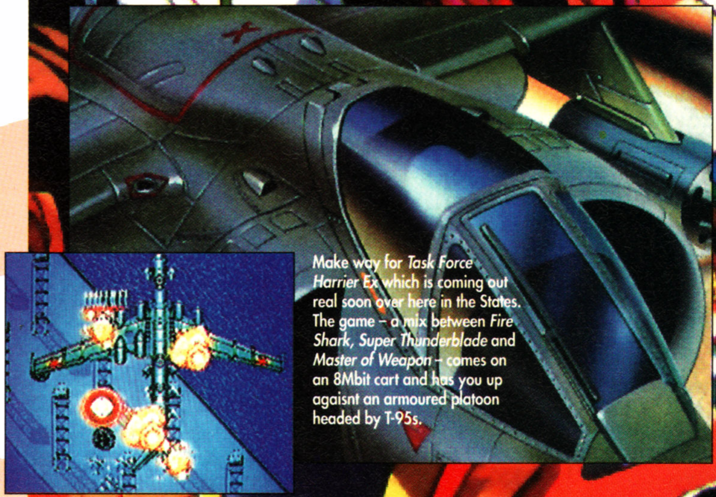
The first shoot-'em-up on CD will be *Sol Feace*. Nothing new here, just a load of horizontal scrolling. There should be some mid-level cartoons and jazzy music, but don't expect it to be an all-time classic.

NEWS FROM USA

with Joe Linebacker

TWO IN ONE
RAMBO III

Now here's a very neat idea: two games on one cart. In this case, *Rambo* and *Rambo III*. At present you'll only get this package in the States, but if it takes off expect to see it in Europe. Quite why it has taken so long for software houses and Sega to come up with the idea is perplexing. Undoubtedly lots of people would pick up compilation carts if they were available even if the quality of games wasn't so hot.

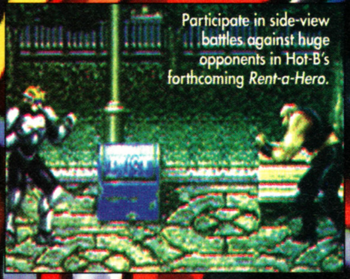


Make way for *Task Force Harrier Ex* which is coming out real soon over here in the States. The game – a mix between *Fire Shark, Super Thunderblade* and *Master of Weapon* – comes on an 8Mbit cart and has you up agaisnt an armoured platoon headed by T-95s.

ZERO HERO

Hot-B's latest on the Mega Drive is something called *Rent-a-Hero.* The game is a unique combination of hard-hitting action and well-planned strategy. You must plot your attack on surrounding areas via an overhead location map and follow through with your mission by fighting a cast of crazed, thugs, mutant monsters, munching mavericks and other maniacal marauders.

Along the way towards each of your individual goals, you must retrieve a number of special items that provide your onscreen character with the usual variety of enhancements and power-ups. Together with some spectacular graphics and sounds, *Rent-a-Hero* provides an interesting twist to the usual side-scrolling action game. It should be with you very early in January.



Participate in side-view battles against huge opponents in Hot-B's forthcoming *Rent-a-Hero.*

SHORT SWEET STUFF

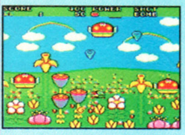
- The dandy-sounding *Twinkle Tale* from Was is due soon. The game looks like an RPG, but is an action shooter like *Elemental Master.*

- *Isle Road* from Wolf Team is a Mega-CD release which promises to bring spectacular 3-D to RPGs.

- *Cross Fire,* which is due for release soon, is another overhead helicopter shoot-'em-up which looks promising.

- Finally, *F-15* for the MD...?

FANTASY ZONE 2



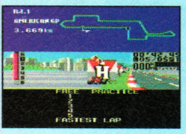
SHOOT-'EM-UP

MASTER SYSTEM

93

Much the same as the original, and just as playable. Eight more colourful levels to fly through. If you liked the original game then you will freak over this. Still a cracking shoot-'em-up.

FASTEST 1



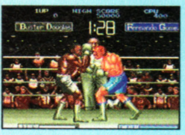
CAR SIM

MEGA DRIVE

62

If you're dissatisfied with the simple one-player *Super Monaco GP*, then this could solve you problems. Unfortunately, Fastest 1 is graphically disappointing which means that if you can't find a friend to play with, you'll soon end up bored. Very simple.

FINAL BLOW



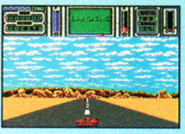
BEAT-'EM-UP

MEGA DRIVE

60

Very repetitive and boring boxing game. Adequate graphics but poor sound and little playability make this a hit and miss affair.

FIRE AND FORGET 2



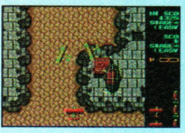
SHOOT-'EM-UP

MASTER SYSTEM

88

Fire and Forget 2 is a mixture of *Out Run* and *Chase HQ*, not a bad mixture but hardly original. The graphics, however, set it aside from those two games. Five levels of furious blasting action. A must for your collection.

FIRE SHARK



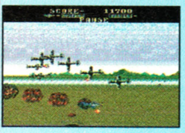
SHOOT-'EM-UP

MEGA DRIVE

90

Slightly more conventional than most shoot-em-ups. Go up against tanks, planes and other normal forces. Fine graphics and a damned addictive game.

FIRE MUSTANG



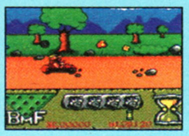
SHOOT-'EM-UP

MEGA DRIVE

64

Jump back 50 years to World War II in this strange arcade conversion. The graphics are very big, but the playability suffers as a result. The seven stages take you through special events of the war, all told with little story screens. Interesting.

FLINTSTONES, THE



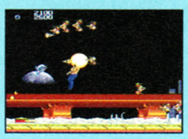
ARCADE ACTION

MASTER SYSTEM

73

Be warned, this is not a game for experienced gamers. This colourful and cute cartoon caper is aimed specifically at the younger, newer Master System owner. There are just four levels to complete, each following Fred's progress towards his beloved bowling hall. Initially the levels can prove very frustrating, but once you've discovered what's going on they become all too easy. Recommended only for young children.

FORGOTTEN WORLDS



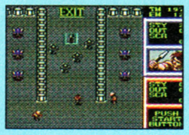
SHOOT-'EM-UP

MEGA DRIVE

86

Now here's a classic coin-op conversion. Two players can team up in one of the oldest but still one of the best arcade shoot-'em-ups. Very addictive and quite tough. Graphics and sound have been converted well.

GAIN GROUND



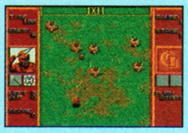
SHOOT-'EM-UP

MASTER SYSTEM

81

A select band of warriors controlled by you must enter the game grid and rescue the prisoners. A multi-level blasting romp that will need quite a bit of thought applied. Even better as a two-player game.

GAIN GROUND



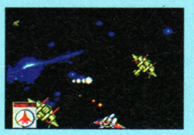
SHOOT-'EM-UP

MEGA DRIVE

89

Great two-player action as you battle through multiple levels of complex action. You control a band of warriors from ancient times right through to the future. Detailed graphics and very addictive gameplay.

GALAXY FORCE



SHOOT-'EM-UP

MASTER SYSTEM

89

You'll be out-numbered, and overwhelmed. The odds are against you, how will you perform? Some truly hideous enemy sprites, maybe the ugliest ever, make this a great game. Another contender for best shoot-'em-up.

Now into its third month, The A-Z of Sega Games is really rolling. This month, we've packed in more than ever in an attempt to review every single game ever released for the Sega Mega Drive, Master System and Game gear.

If you've ever wondered exactly what games were available for your console, and were after a quick rundown of what they're all about and how good they are, then this is the place to come.

If you're after a particular type of game, then the A-Z of Sega Games can help you there too. Each game is accompanied by the categotry into which we would place it. Therefore, you won't purchase *Golden Axe Warrior* thinking it's an arcade adventure and find out it's actually more like a roleplaying adventure.

If you've got any views on our ratings or comments, write in to ProTest at the usual address.

Les often goes swimming...

SOFTWARE down Part 3

The A-Z of games was compiled with the help from the following. Many thanks, guys:

Console Concepts
223b Waterloo Road,
Cobridge, Stoke-on-Trent,
Staffordshire ST6 2HS.
Tel: (0782) 712759

TV Games
11 Castle Parade,
Ewell by-pass,
Ewell,
Surrey KT17 2PR
Tel: (081) 7867816

Full-colour picture

GHOSTBUSTERS

SHOOT-'EM-UP

MEGA DRIVE

64

Nice graphics, shame about the game. Even the sound gets annoying after a while. Big potential but fails to deliver anything near what it should. Little or no playability.

The name you should ask for

The general style of the game; often how Sega themselves describe it

The machine it's for

Overall rating, considering every aspect, except price because this is never constant

Short review detailing what the game's about and whether it should be on your shopping list

GALAXY FORCE 2

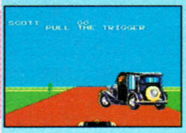
SHOOT-'EM-UP

MEGA DRIVE

47

Some nice graphical effects can't hide a total lack of playability and addictiveness. A definite candidate for worst shoot-'em-up.

GANGSTER TOWN



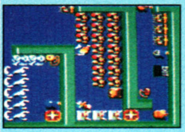
SHOOT-'EM-UP

MASTER SYSTEM

66

There are five levels and on each the screen scrolls smoothly left and right. *Gangster Town* can get a little tedious in one-player mode but really does become a lot of fun in the two-player mode. Try it and see.

GAUNTLET



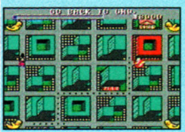
SHOOT-'EM-UP

MASTER SYSTEM

83

The classic coin-op has come across well to the Master System. Fun in one-player mode but really showing its class in two-player mode. Grab a friend and go baddie bashing.

GHOSTBUSTERS



ARCADE ACTION

MASTER SYSTEM

59

Race through the streets in your busting-mobile. Find the building with the spirit problem and then go busting those ghosts. The action is quite fast and frantic at first, but suffers badly from repetition. For die-hard fans of the film only.

GHOSTBUSTERS

SHOOT-'EM-UP

MEGA DRIVE

64

Nice graphics, shame about the game. Even the sound gets annoying after a while. Big potential but fails to deliver anything near what it should. Little or no playability.

GHOST HOUSE

ARCADE ADVENTURE

MASTER SYSTEM

65

The house has six rooms that are infested with Drac's minions. Only one of them holds the key to Dracula's coffin and your eventual escape. The gameplay is frantic as you try to finish the room before you run out of energy.

GHOULS 'N' GHOSTS

ARCADE ADVENTURE

MASTER SYSTEM

90

Weapons and bonuses are all over the levels; use them to beat the end bosses and collect the keys needed to enter Loki's castle. Defeat him, rescue the princess and return home. A faithful coin-op conversion with excellent graphics and very addictive gameplay.

GHOULS 'N' GHOSTS

ARCADE ADVENTURE

MEGA DRIVE

93

If you haven't got this, then you're Mega Drive hasn't lived. Capcom's excellent coin-op has been superbly converted to a home format, containing everything (even the brilliant sound) from the arcade. Unreservedly recommended.

G-LOC

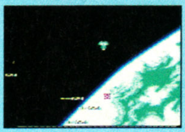
SHOOT-'EM-UP

GAME GEAR

69

Afterburner style blasting game that just can't live up to its arcade reputation (where it was housed in the R-360 rotating cabinet). Easy to get into but very repetitive and boring. One for the fans only.

GLOBAL DEFENSE



SHOOT-'EM-UP

MASTER SYSTEM

78

You are in control of a Global Defense satellite and will have to face the ten waves of in-coming attackers single-handedly. This differs from most blasting games because of the perspective of your view from inside the satellite. If you like your action a little different, give it a go.

GOLDEN AXE

HACK-'EM-UP

MASTER SYSTEM

81

The Mega Drive version of this game is possibly the greatest coin-op conversion ever. The Master System version suffers from being a one-player only game with only one character to choose. Still a great hack and slash game, though.

EXCLUSIVE PREVIEW

DESERT

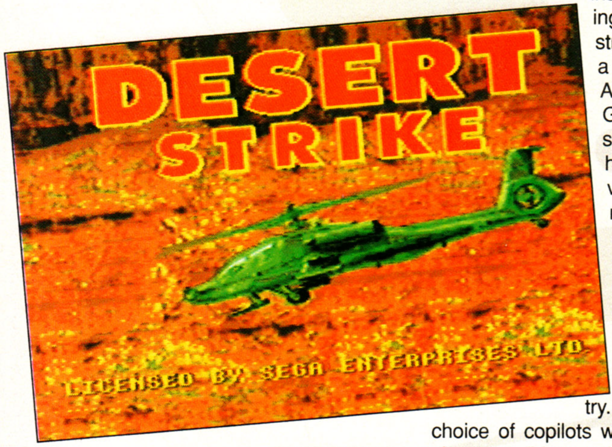
MEGA DRIVE

When Electronic Arts go to war, they really pull out all the stops. Desert Strike is due to be released in March 1992 and from what we've seen, will definitely be a hit. The game may be considered in bad taste because of its uneasy parallels with the Gulf War, and it is easy to see how such comments could be made when you see the static of a man being lowered into a vat of something nasty. The main protagonist is the evil and distinctly Arab extremist General Killbaba who is mobilising his small Middle East country for a war with its neighbours and ultimately the world.

The West decides to act, but instead of launching a pre-emptive strike, they send in a solitary covert AH-64A Apache Gunship which seems to be the helicopter in vogue at the moment.

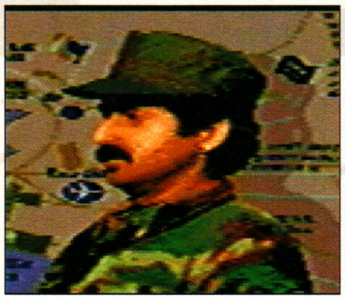
When Electronic Arts go to war, they really pull out all the stops. Desert Strike is due to be released in March 1992 and from what we've seen, will definitely be a hit. The game may be considered in bad taste because of its uneasy parallels with the Gulf War, and it is easy to see how such comments could be made when you see the static of a man being lowered into a vat of something nasty. The main protagonist is the evil and distinctly Arab extremist General Killbaba who is mobilising his small Middle East country for a war with its neighbours and ultimately the world.

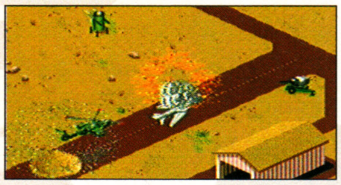
The West decides to act, but instead of launching a pre-emptive strike, they send in a solitary covert AH-64A Apache Gunship which seems to be the helicopter in vogue at the moment.



You play the smooth-shaven pilot who is chosen to undertake the dangerous mission for your country. You have a choice of copilots who vary in proficiency at firing and flying. Some of your trusted companions are already missing in action (MIA) and during the course of your hectic mission, you may find time to rescue them.

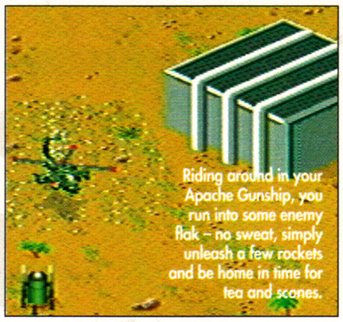
Take a look at some of the truly amazing plot outline statics dotted around these pages. I think you will agree they are some of the best on the Mega Drive, and it does not stop there. As well as comprehensive options and mission update screens, you are treated to a combat game of magnificent proportions.



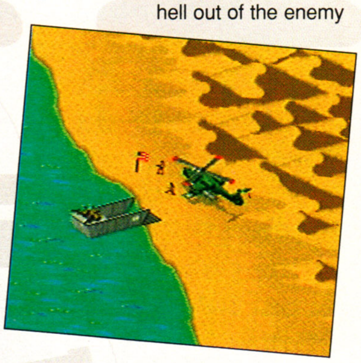


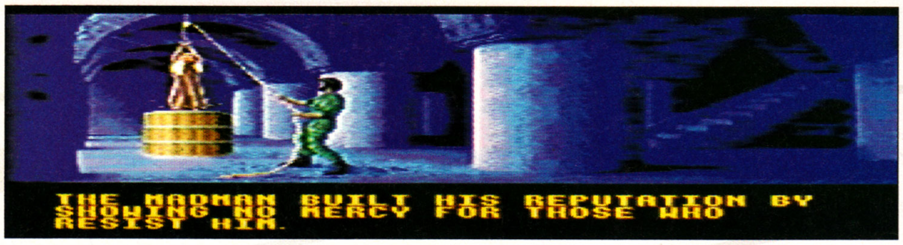
Sit back and enjoy as the screen fades to the frigate where your Apache is based. You control the gunship with A, B, and C as your Hellfire, Asrams and chain gun triggers. The helicopter handles realistically but with none of the complicated rotor/bite ratios and torque controls to detract from the arcade action – in this respect, EA are following the same principles as in *F-22 Interceptor*.

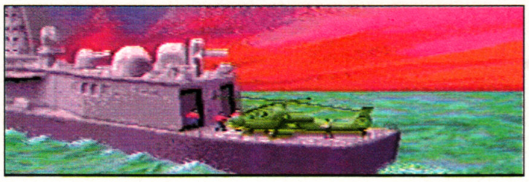
The action is viewed isometrically, with the gunship remaining in the centre of the screen at all times. The different missions range from an initial strike at the general's communications and power supplies, then onto airfields and key towns. During these sorties, you can also rescue POWs from camps, disrupt convoys and bomb huts and jeeps for fun. Beware, though, Apache's are not indestructible and collisions with cliffs, buildings and enemy shells will lead to a speedy death. The targets are, of course, defended heavily by armoured cars, steel sentry posts with one huge calibre gun and solitary armed fanatics.


Riding around in your Apache Gunship, you run into some enemy flak – no sweat, simply unleash a few rockets and be home in time for tea and scones.

A central map identifies long-range targets and enables you to bomb the hell out of the enemy as accurately as possible. You may also discover the locations of vital fuel dumps and ammo supplies that you need to keep the mission alive. When you find one (which may require you to destroy the building it's in), a winch lowers and it is recov-



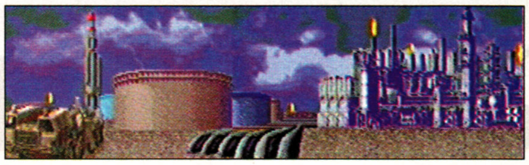

THE MADMAN BUILT HIS REPUTATION BY SHOWING NO MERCY FOR THOSE WHO RESIST HIM.



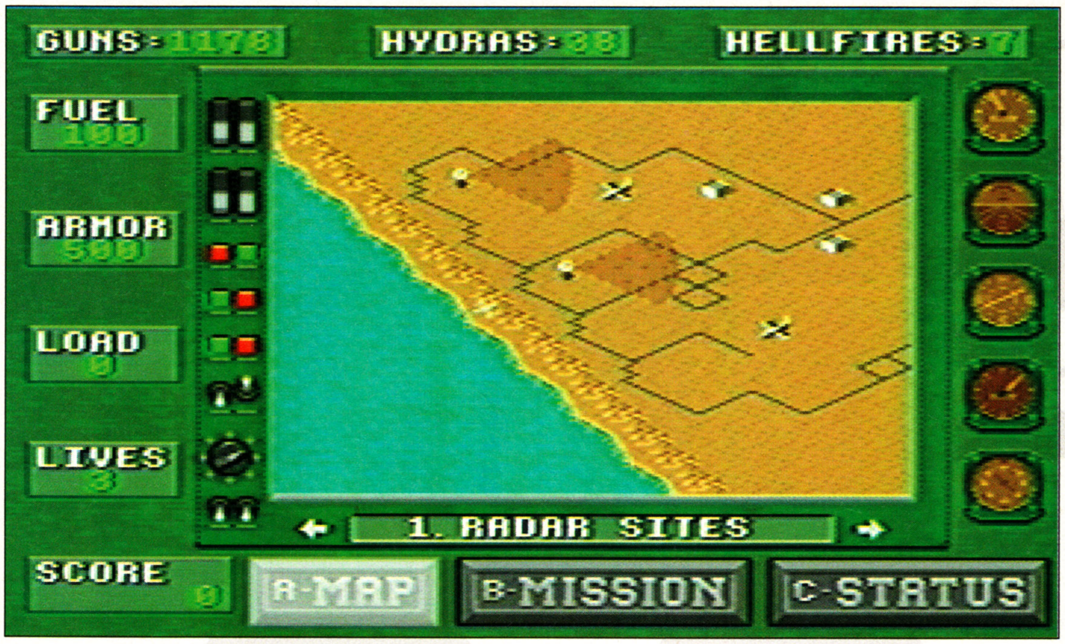
ered. This also occurs when you pluck a weary POW from the battle-torn wasteland. You must then drop off these unfortunate casualties on the beach where a landing boat is waiting to take them to the frigate.

There are four main missions, each made up of six sub missions. For example, on level one you are required to destroy two radars, two power stations and two airstrips. *Desert Strike* also features a password system to get you to the higher levels. Judging by my first few plays, this is a tough nut to crack and the level-saving password system is definitely appreciated.

Desert Strike is written by Mike Posehn. Remember him? Probably not, but he's the guy that programmed *DeluxeVideo III* on the Amiga. With stunning graphics, a massive play area and challenging forces to overcome, *Desert Strike* looks set to storm the frontlines next year. As always, we'll be first on the scene to report.



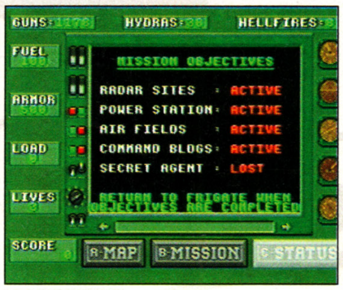
STRIKE



PROFILE

DESERT STRIKE ● ELECTRONIC ARTS ● £39.99 ● OUT MARCH

DEVELOPERS	Electrinic Arts
PERSONNEL	Mike Posehn
FEATURES	Password
CART SIZE	8Mbit



MISSION OBJECTIVES

RADAR SITES : ACTIVE
POWER STATION: ACTIVE
AIR FIELDS : ACTIVE
COMMAND BLOGS: ACTIVE
SECRET AGENT : LOST

RETURN TO FRIGATE WHEN OBJECTIVES ARE COMPLETED

GAME GEAR

The Game Gear is destined to become the top-selling hand-held console this Christmas. Bearing that in mind, Sega hope this little bunch of December releases will become the top-selling hand-held games this festive season. *Pengo* at number one for Christmas? Who do they think I am? Santa Claus?

● As in Hollywood at the moment, the trend in the Sega world is nostalgia. With this in mind, that old veteran of the arcades, *Pengo*, will be released on the GG this December. As you may remember, you control a wobbly penguin over different levels of lego bricks. Fans should slide to their stockists as soon as it's possible to have this portable penguin for Christmas.

● The Mega Drive *Spider-Man* was a great licence with realistic graphics and all the old enemies like Kingpin, Hobgoblin and Sandman making an appearance, but how can they hope to convert all that into the Game Gear? Well if you have been waiting in your inconspicuous red and black tights and mask for a revival, you may be in luck. Peter Parker will be scaling walls and webbing bad guys in the New Year for the bargain price of £24.99.

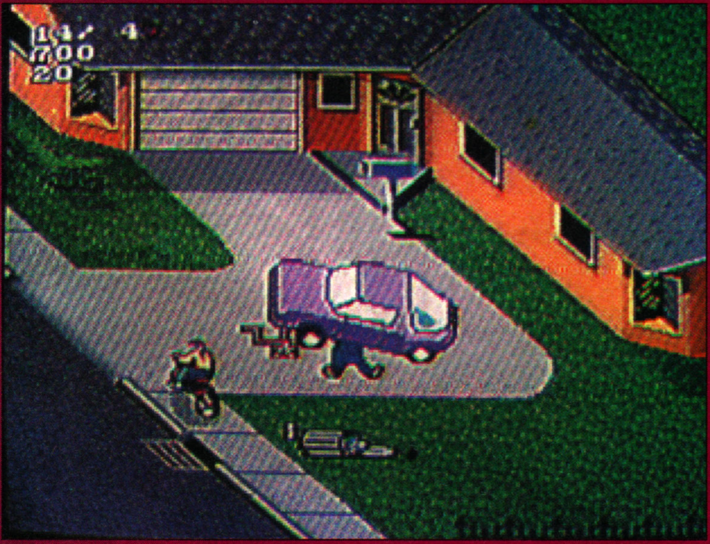
● Bad news on the *Sonic* front. Those expecting the official release this side of Christmas will be disappointed. The excellent-looking Game Gear version has slipped behind schedule and is now expected in early January. Of course, you could always buy the superb blue-rinsed Master System version and run it through the Master Gear convertor. Although the graphics are a bit small, you'll find it fast, fast, fast.

● Have you seen *Alien Syndrome* on the Master System or Mega Drive? Pretty good, huh? Well imagine that massive arcade conversion on your Game Gear. Unbelievable but true. That's about all we know; we don't know where, we don't know when. But if you wanna be in the know, plug into SEGAPRO next month when we'll have more news.

● Here's a quickie that'll be sliding into a slot near you soon. The wacky Japanese puzzle game, *Slider*, will be appearing early in the New Year, although the price and exact release date have not been finalised.

PAPERBOY

You can't keep a good software house down, and with Pit-Fighter, Ramparts and Klax, Domark look set to



be storming the Sega market this Christmas.

The latest offering from their hallowed hollied halls is that old favourite Paperboy, who's soon to appear on the Mega Drive.

For those of you who do not move in the proper circles here's the low down. Atari had widespread success in Europe and America in the mid-Eighties with the coin-op which featured a set of handle bars to steer the bike with. Apart from gorgeous graphics, amusing antics and the novelty of a novel direction control, Paperboy had very little, but it did not stop droves of arcadesters descending on the machines intent on filling them with ten pees.

The game was later converted to every home computer known to man, with fondest memories being of the Spectrum and C64 with their blocky graphics and unnerving difficulty. Now Domark are converting it to console, and from the screens we've seen it looks like a damn fine cherry pie.

Basic storyline is that you play a school kid whose paper round has become a nightmare. The streets are littered with cars, radio-controlled toys, dogs, lawnmowers and other such obstacles that you have to negotiate on your sturdy BMX. For paper subscribers, it's a bull's-eye with the rolled up daily, but for extra points those cheap skate dark houses (non-subscribers) can be vandalised with broken windows or tipped trash cans.

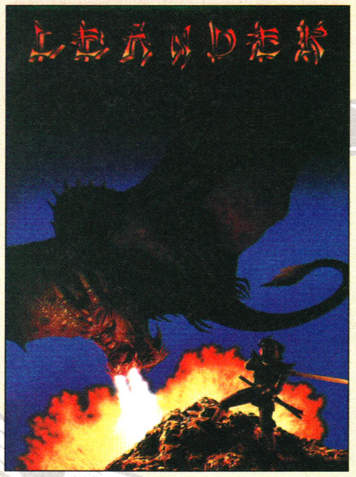
At the end of each street, there is a stunt course to earn more points and generally show off to the girls in the stands. Then it's time to check your round and discover who you lost or new houses on your route.

Although heavily American, British paperpersons (it's not just boys now, you know) flocked to release untapped aggression on their machines and it's destined to be the same with the consoles.

The graphics are certainly colourful and the different neighbourhoods are all there, from sleazy to the posh side of town. Domark have assured SegaPro that all the original ideas and hazards are included so all you fans get saving because it's imminent – like next year.

LEANDER

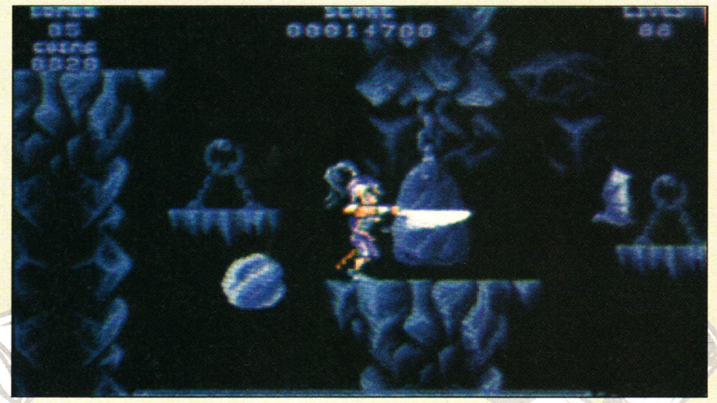
Susceptible old princess Lucanna has been captured by the clichéd Lord Thanatos and held in the impressively named, Sphere of Depletion.



How many handsome, hard-going, head crushing hunks are there around to save the nubile young beauty from a fate worse than a fate worse than death? Well, one, and his name is Leander. He may sound like a fragrant cushion smelling faintly of roses or a type of ornamental herb, but he is, in fact, dead butch. The adventure takes place over three worlds, featuring 22 levels of arcade action and over 100 enemies. Leander must also battle level guardians at the end of each world.

Fans of the Amiga version released in November will recognise its characteristic graphics that boast a running speed of 50 frames per second (so what?) and a movie type game intro. There is also a mass of weapons and objects to find and use, realistic weather conditions, a convenient password system, and a dual playfield for two players.

In many ways Leander resembles Shadow of the Beast on the MD with its smooth parallax scrolling and colourful fast graphics. But let's hope that Psygnosis will omit the jerky control method of Beast but keep all its original features that made it a hit with home computer players.



INDIANA JONES AND THE LAST CRUSADE

The man with the hat is back (Predictable Opening Inc), and this time, he's portable. All you Game Gear bashers will soon be treated to an action adventure, the like of which you will have never seen (unless you bought the MS version). Indy 3 follows Dr Jones and his father on a magical quest for the Holy Grail. The levels are basically the same as the MS and follow Dr Jones's progress through his chase when he was a boy to the race against the Nazis for the Grail itself. Caught up in this life-and-death struggle is Indiana's father whose whole life has been devoted to finding the Grail, and who has been kidnapped by the Nazi fiends (the rotters).

The graphics are very similar to the Master System, but seem more well defined and smooth due to the smaller screen. GG Indy is also very fast and should satisfy the hordes of fans. Items such as the cross and hour glass have to be collected for the quest to continue and a strict (VERY strict) time limit is imposed to keep the pace racing.

Indiana Jones and the Last Crusade looks to be a massive GG hit for US Gold, so watch out for a full review next issue.

ON THE THIRD DAY...

... of Christmas Imageworks gave to me:

★ Master System versions of Speedball 2, Xenon II and BTTF2, and 25 Back to the Future 3 T-shirts hanging from a pear tree.

Cathy "Mickey Mouse lights" Campos from Imageworks then asked:

Who played Marty's mum in Back to the Future?

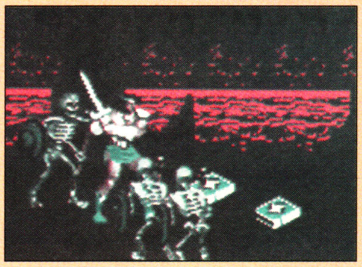
A Michelle Pfeiffer B Jodie Foster C Lea Thompson

See page 75 for more details and official competition entry form.

Resurrecting old games by making them official releases seems to be the order of the Christmas day with big titles muscling in on the action after months of import bliss. Golden Axe II is undoubtedly the most intriguing release of December. After much trepidation from the reviewing fraternity, it could well turn out to be an excellent sequel. Yeah, right, and Andrew Dice Clay is gay!

● This month sees the official release of *Out Run* (at last), just in time for Chrimbo. But after such a big delay, will anyone be interested? This coin-op conversion has stunning graphics and superb sound but is too easy to complete. However, there are loads of difficulty levels, including a special setting when you have completed every level. *Out Run* will be priced at a massive £39.99, which for a simple arcade action game seems very steep.

● Also being given the official treatment is *Phelios*, the Greek mythology shoot-'em-up that has been around for ages on import. The plot concerns the unfortunate fellow who has to defeat all manner of gruesome beasts on the back of a winged horse. There are the usual power-ups available and some well animated guardians so watch out for this one in December at £34.99.



● Coming soon to a MD near you, *Golden Axe II* is a definite improvement over the original with more levels and meaner monsters to fight. The sensational two-player mode is thankfully still included which goes some way to compensate for the same old basic format. *Axe II's* price has yet to be decided but it should be available in early January.

● Also in the offering next year will be the beat-'em-up *Ninja Gaiden* , an RPG called *Hollow World* and *Sega Hockey,* which we believe is exactly the same game as *Mario Lemieux Hockey*. The latter features a side-on view for the normal play, with close-ups on things like the face-off and players' fights. Sound like a flipped version of *EA Hockey* to you?

MASTER SYSTEM

Grab a pal and get one of this month's many two-player releases for some guaranteed fun this Christmas. Go steeling money in *Bonanza Bros*, killing gruesome space monsters in *Alien Storm*, and innocent nurses in *Line of Fire*. Hardly a bunch of "festive" releases.

● At last! One of our all-time favourite two-player MD games is, after many months of hesitation by Sega, being released on the MS. Although MD *Bonanza Brothers* was too old to be reviewed in SegaPro, it would have scored very highly. The simplicity of the game means it should be just as fun on the MS.

The plot concerns the thieving capers of two brothers who can act independently or in unison to overcome the various security measures of each building. The targets can be anything from mansions to luxury liners. From the preliminary pix, the graphics look very faithful so we're all crossing our fingers for a winner. *Bonanza Bros* will be out in time for Christmas priced £29.99.

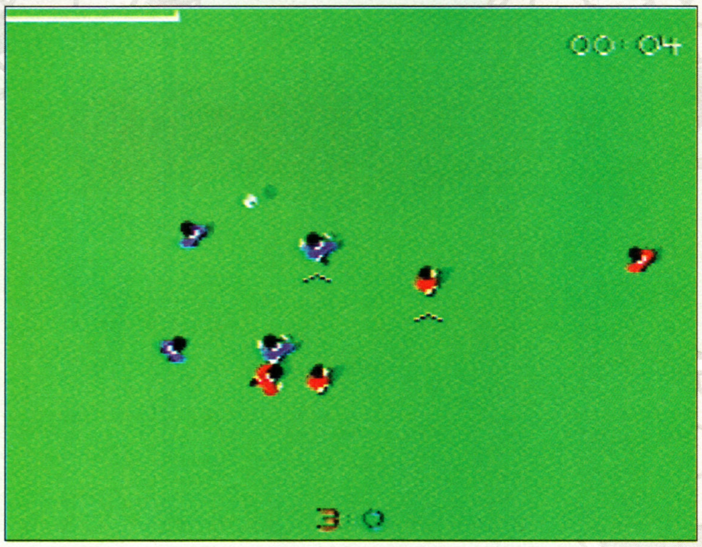
● *Alien Storm* was basically a Space Age *Golden Axe* on the MD, with great graphics and amusing death sequences – but it was way too easy. There was also an excellent two-player option for team wipeout. We will soon be able to see if the MS can handle a simultaneous two-player game (unlike *Mercs!*) when it is released this month for £29.99.

● If you enjoyed *Operation Wolf* and you own a MS, then you may be intrigued by *Line of Fire*, released this month. The game consists of a slow scrolling screen from left to right with a cursor to blast the enemy. This sort of game was made for the lightgun so grab your bullets and prepare for some action. *Line of Fire* can be shot down for £29.99.

● As 1992 beckons many of you will notice that the prices of MS games from Sega are on the increase. Starting with *Donald Duck*, which should be released before Christmas, many of Sega's new range of games will be over £32. *Donald* is set for £32.99 along with *Tom and Jerry* and *Putt & Putter Golf*. But *Shadow of the Beast* (reviewed in SegaPro#1), which has been inexplicably delayed till March, is a whopping £34.99. Even though MS software quality is definitely on the increase, with *Sonic* as a prime example. SegaPro hopes this isn't an increase that is likely to become the norm. If so, what's the point of buying a Master System if the games are almost the prices of Mega Drive games?

GAME GEAR

SUPER KICK OFF



"And Lineker passes to Lineker who then kicks it to... Lineker who shoots and scores. Another magnificent goal for the young lad. So to recap: Barnsley 0, Lineker 34."

The football game that rocked the Master System is now arriving on the Game Gear. GG *Super Kick Off* has all the options and features of the MS which may sound incredible but US Gold have dribbled around memory restrictions by confining many of the options to one screen with no other graphics than the pitch action, title and cup screens.

The resulting game loses none of the playability and first appearances reveal it to be even more playable than its big console counterpart. Our guess is GG *Super Kick Off* will be the definitive soccer game on the GG for ages, and I for one am eagerly awaiting its release. With advance orders for MS *Kick Off* over 120,000, US Gold look to be onto a winner with this GG conversion.

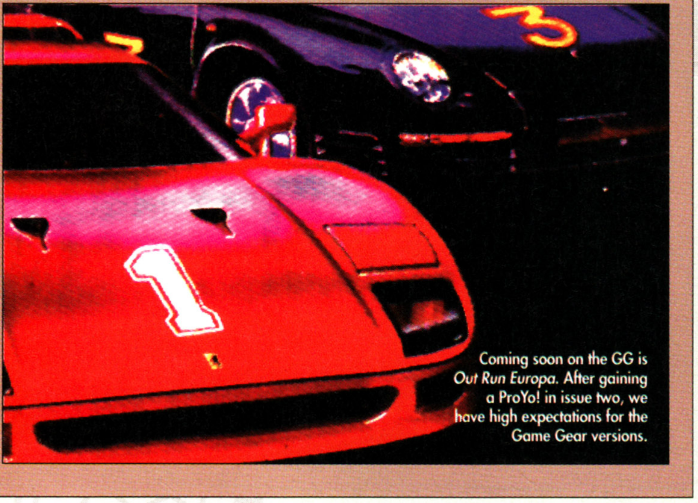
Super Kick Off will be out early 1992, distributed by Sega, but produced by Tiertex for US Gold. A full review next issue if we can get the cart back from Damian "Dini".

GOLDEN GG GOODIES

US Gold are fully behind every Sega machine, but the Game Gear is receiving special attention next year. In the pipeline for 1992 are *Strider 2*, *Out Run Europa*, *Indiana Jones IV: The Fate of Atlantis* and *Godfather III*. The latter two are expected in the second half of next year, with the Godfather licence probably consisting of two games, an adventure romp and an arcade chop-'em-up.

GG *Out Run Europa* should be even faster than the MS (if that's possible!) and, due to the small screen, the pixels will be clearly defined and more realistic. *Europa* on the MS (a ProYo! in SegaPro#2) was a multi-vehicle chase over Europe to recover stolen documents. You played Simeon Kurtz, a special agent who must use any method of transport available to pursue the crooks who are in his Ferrari F40. The graphics were colourful and fast and there was no doubt about the challenge. Watch your back because this one will creep up on you VERY quickly. Will it be the same case as *Leader Board*, with a direct port from the MS? We hope not and eagerly await US Gold's racing conversion mid 1992. Also, how about an MD version of this compelling game? Anyone listening?

With such a passion for Game Gear titles, US Gold look to be one of the most established third party GG producers currently developing software in this country We wish them luck, and forsee them dominating the Game Gear market like Electronic Arts do on the Mega Drive.



Coming soon on the GG is *Out Run Europa*. After gaining a ProYo! in issue two, we have high expectations for the Game Gear versions.

FOR ALL YOUR CONSOLE NEEDS COME TO TOKYO JOE, 2 WILLIAM CLOWES STREET, BURSLEM, STOKE-ON-TRENT, STAFFS ST6 3AP
9.30 to 6.00pm ORDERS & ENQUIRIES (0782) 575674 6.30 to 8.30pm ORDERS ONLY (0782) 836317

SHADOW OF THE BEAST™

C & VG (I) 94%
SEGA PRO (UK) 90%
JOYPAD (F) 94%

FEATURING...
- 6 HUGE LEVELS.
- OVER 100 ANIMATED "INTELLIGENT" MONSTERS.
- 11 LEVELS OF PARALLAX SCROLLING.
- ENHANCED GAMEPLAY WITH HIDDEN OBJECTS AND PUZZLES.
- ANIMATED ACTION WITH POWER UPS, SUPER WEAPONS AND FLYING KICKS.
- STUNNING SONIC FX AND MOODY SOUNDTRACK.

GENERAL RELEASE IMMINENT

A MONSTER ON THE MASTER

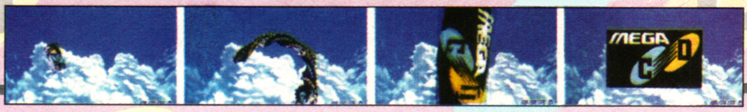
MASTERMiX '92

ON THE SEGA™ MASTER SYSTEM

TECMAGIK™

Tecmagik (Entertainment) Ltd., Warwick House, Spring Road, Hall Green, Birmingham, B11 3EA.

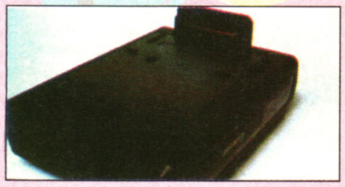
SHADOW OF THE BEAST Logo and illustration, SHADOW OF THE BEAST™. Published under licence from PSYGNOSIS LIMITED, PSYGNOSIS and SHADOW OF THE BEAST™ are trademarks of PSYGNOSIS LIMITED and are used with permission.
All rights reserved.

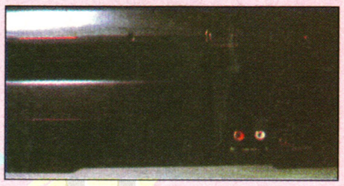


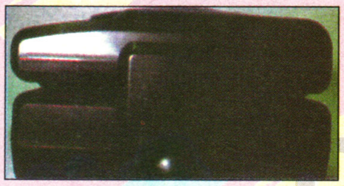
THE MEGA

Sega's Mega-CD launched recently in Japan boasts its own 12.5MHz 68000 processor, 6MBits (768K) of RAM and hardware scaling and rotation functions. It's an astounding piece of kit and heralds the start of a new generation of games that offer improved realism and greater depth. The Mega-CD can actually process information and display it onscreen independently of the Mega Drive. The combined processing power of the Mega Drive and Mega-CD is startling. You might be impressed with what you've seen so far on the Mega Drive; when you see and hear the Mega-CD in operation you'll be astounded.

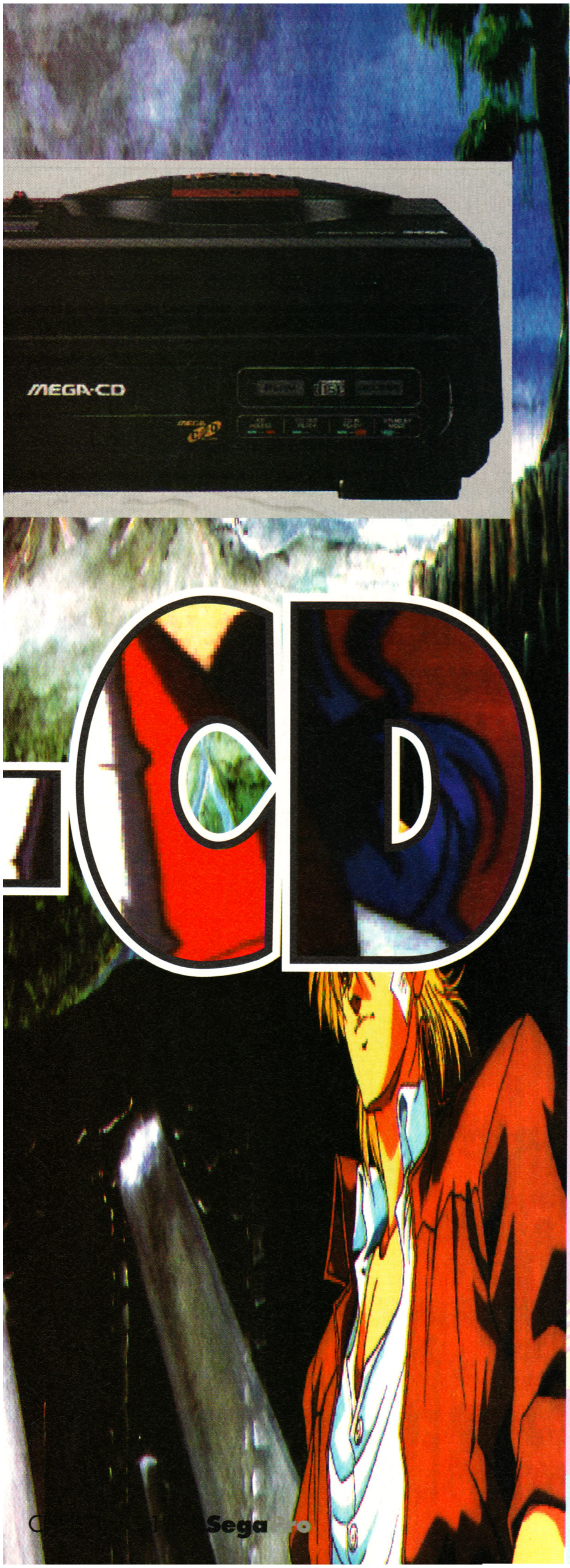
With the launch of the Mega-CD in Japan, the Sega games players' world will never be the same again. The Mega-CD means huge games, superb animation, life-like sound. This is the start of the great adventure. Join us while we take you on a journey beyond your wildest gameplaying dreams. The what, where, how and why of Sega's phenomenal Mega-CD starts overleaf. Make sure you don't miss the revolution!







Does anyone know where the right-hand page bottom has gone?



Much has been written about the Mega-CD. Most of it muck by unknowing members of minor magazines. For the complete, accurate picture flip over the next six power-packed pages.

You're guaranteed never to have seen anything like it – but, then, that's because there has never been anything like it before. Not, at least, in the UK. In silicon chip-rich Japan, games players have had the PC Engine CD-ROM unit for several years. Sadly the technology never caught on here. Sega, with their high powered newcomer, hope to ignite the UK and indeed Europe with the concept of mind-blowing games on compact disc.

So what exactly is the deal? Let's get one thing straight. The Mega-CD is not a Mega Drive and a CD player combined. The Mega-CD is simply a unit into which you can insert CD games; it's useless (other than being a very basic audio-only player) without the Mega Drive. The Mega-CD is a unit which plugs into the Mega Drive – and only the Mega Drive – via the Mega Drive's expansion port located on the right side of the console. You may never even have seen the port as it's protected by a plastic cover. Have a look now... flip over the machine and you should see an arrow symbol embossed on one side of the plastic. Pull this off and you'll expose the connector.

The Mega-CD, once hooked up to your Mega Drive, sits underneath your console. It's twice as deep as your Mega Drive and styled in a similar slick manner. There are no buttons on the Mega-CD – just lots of lights to tell you what's going on.

There really is nothing exciting located anywhere on the Mega Drive apart from the back where you can find an AV socket (which is similar in style to that on the Mega Drive) for video output and right and left phono sockets. By using the phono sockets you can hook up to a hi-fi system and listen to the incredible CD sound in sizzling stereo.

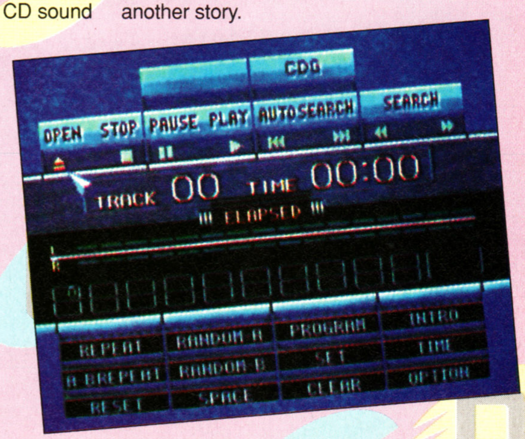
Switch on the Mega Drive and the Mega-CD switches on automatically too – damn smart. If there is no cartridge in the Mega Drive and no CD in the Mega-CD, the Mega-CD logo appears onscreen. And isn't it amazing! The logo starts rotating, twisting and turning on its axis so fast that before you've even seen any game software you know you're looking at something special.

By pressing any button on the Mega Drive joypad, you get to the Mega-CD's main menu. It is only from here that you can start a game, listen to audio CDs or even open the door. It's very easy to use – simply highlight the option you want and press a button. Select open and the front-loading CD drawer opens wide. Insert a music CD and you can play your favourite tunes with ease. Numerous audio play options exist, including random, repeat, auto search and so on. All the features you'd expect of a decent standard audio CD player.

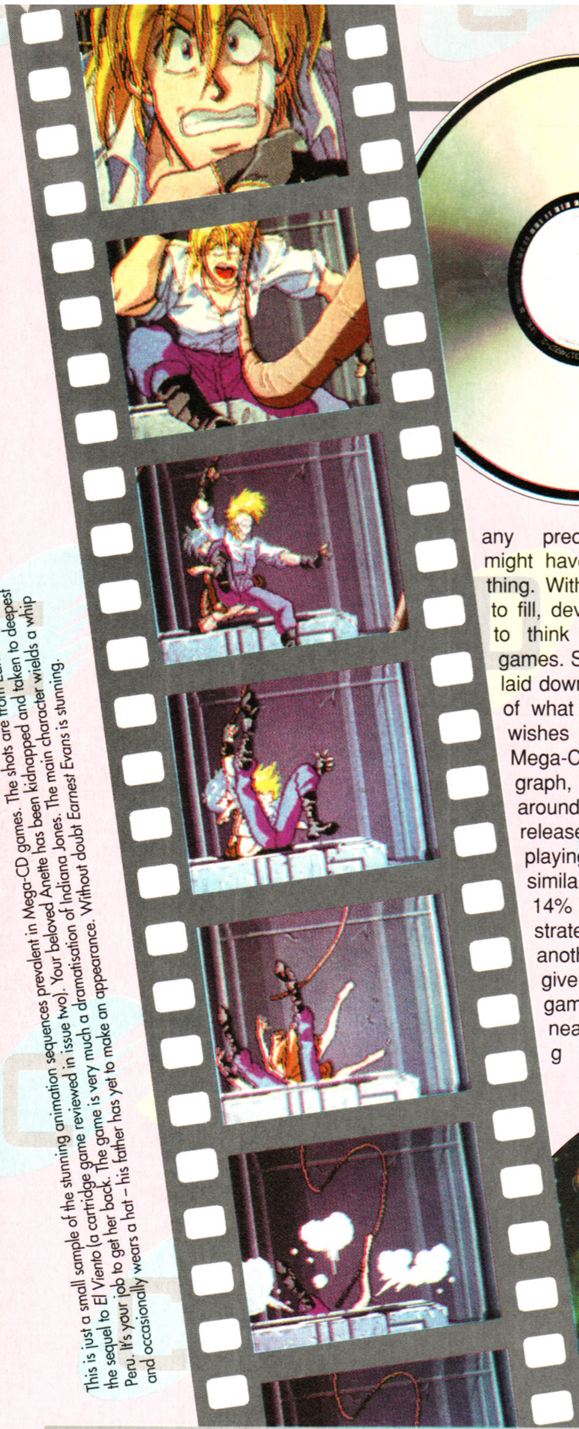
Not only will the Mega-CD play standard audio CDs, but also the little used (though much spoken of) CD+G audio and graphics format. Don't get too excited, CD+Gs are rare and generally feature still shots from the group and possibly lyrics to the songs. Nice to know the feature's there when and if CD+G format explodes... don't hold your breath though.

But it's not the standard audio side of the Mega-CD that you're interested in, is it? So, on with the show.

To play a CD game, it's simply a case of inserting the disc and selecting the 'To game' option. As for the games themselves... well, they are another story.



Plug in, switch on and this is the screen that appears if there's no compact disc in the Mega-CD or cartridge in the Mega Drive. From the main menu you can play an audio CD, CD+g or game CD. In fact, it is only from the main menu that you can open the Mega-CD's drawer as there are no controls on the Mega-CD's exterior; just flashing lights and LEDs.



This is just a small sample of the stunning animation sequences prevalent in Mega-CD games. The shots are from *Earnest Evans*, the sequel to El Viento (a cartridge game reviewed in issue two). Your beloved Anette has been kidnapped and taken to deepest Peru. It's your job to get her back. The game is very much a dramatisation of Indiana Jones. The main character wields a whip and occasionally wears a hat – his father has yet to make an appearance. Without doubt *Earnest Evans* is stunning.

SEE IT AND BELIEVE IT!

Forget any preconceptions you might have. Size is everything. With so much space to fill, developers have got to think differently about games. Sega have already laid down the law in terms of what sort of games it wishes to see on the Mega-CD. From the graph, you can see around 40% of all games released will be role-playing adventures or similar, with a further 14% being devoted to strategy games and another 14% being given to adventure games. In short, nearly 70% of all games released on the Mega-CD will be brain-taxing thinking games.

Brain-dead arcade action fans shouldn't worry too much though, there are plenty of very exciting shoot-'em-ups, platform adventures and so on in the pipeline. Besides, Sega and software houses will bend to public demand. And the graph is really just an indication of what to expect in the first year of the Mega-CD's existence.

There are four main areas in which the games you play on CD will be noticeably different to cartridge counterparts:

EARNEST EVANS

1. Depth. There's simply no getting away from it. With the huge amounts of room on a CD, you're going to get big games. At the very least it means arcade-perfect conversions. Forget six or so levels, you'll left umpteen levels (the whole caboodle and probably a lot more to boot) – perhaps even mini games within games – and they'll be enormous.

2. Detail. You'll find more of everything. More to explore, more to do, more to use. CD offers programmers nearly unlimited storage space. In turn programmers can offer you bigger and better worlds to explore.

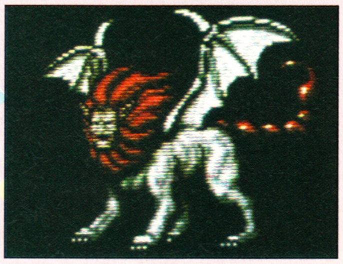
3. Audio. Because the game comes on CD, the background music can and will be stored as normal CD-quality audio. Not only will you get stunning music, but perfect speech and unnervingly real effects. Furthermore, the CD audio can be mixed with the Mega Drives already impressive sound capabilities. You simply won't want to switch off.

4. Visuals. Due to the Mega-CD being rather clever and having its own processor, it can do a range of graphical effects independently of the Mega Drive. Consider real-time rotating, twisting and turning on its axis. If you think Sonic is fast, you won't believe the Mega-CD. Expect to see a lot of superbly-animated sequences, huge sprites and intricately-detailed parallax scrolling backgrounds.

As with any new entertainment system that comes along, don't expect the best games to appear immediately. Take the Mega Drive; only after its second birthday (in Japan, at least) did Sonic appear.

Due to the fact that many developers of the first batch of CD games simply didn't have the final specification for the Mega-CD until very late in the day, they had to work on the basis that the Mega-CD offered nothing more than extra storage space and CD-quality audio. As we now know, the Mega-CD is a much more exciting beast and offers graphical enhancements above the Mega Drive's capability.

So, the first lot of games have lots of nice music and animation, but they don't use the Mega-CD to anything like its full potential. It goes without saying – but we'll say it anyway – that even the early Mega-CD games we've seen are mind-blowing compared to cartridge offerings.



BE A PAL TO SCART

If you simply can't wait for the official release of the Mega-CD in the UK – which still hasn't been finalised – the Japanese import machine is available from various suppliers. Just like the import Mega Drive, though, the Mega-CD comes in two guises: scart and pal.

Scart versions of the Mega-CD can only be used on televisions or monitors with a scart socket. A scart socket is rectangular-shaped with a small angle at one of the corners. It features 20 female slots for pins. Most new TVs have this socket; particularly sets over 26-inches. Be warned, a very small percentage of TVs which boast scart sockets are not compatible with the Mega-CD (or indeed the scart Mega Drive). The Matsui range is one such example. If you're unsure whether your TV comes kitted with the appropriate scart scoket, phone the Mega-CD supplier.

Pal models of the Mega-CD will work with all UK TVs. They plug into your TV via the ariel socket.

Due to the way scart and pal signals work, you'll get a far better picture when playing the Mega-CD or Mega Drive via scart. The improved picture quality is well worth it, and can be likened to watching laser disc movies rather than videos.

Does anyone know where the right-hand page bottom has gone?

CD COUNSELLOR

Over the last few months every second letter it seems has had some query regarding the Mega-CD. Here is a brief questions and answers section to help you on your way. SegaPro is proud to be the first European magazine to get its hands on a Mega-CD and we will be very happy to answer any of your questions on the machine and the software in future issues. Get writing to SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire, BA14 8JS. Alternatively phone 0225 765086.

How much will the Mega-CD cost and when will it be avaialble?
In Japan the machine retails for ¥49800 which roughly translates to £210. It's avaialble now. That price is for the machine only. Remember you will have to add the cost of a game to the price. Importers will probably sell you a complete package – that is, game and machine – for between £300 and £400. Phone your usual suppliers for details. There is no official UK price for the machine, although a figure of £299 to £399 has been touted. As for an official UK release, reckon to see something around September 1992.

Does the Mega Drive come with the Mega-CD?
No! The Mega-CD is a stand alone unit. You will need a Mega Drive to run Mega-CD software. The machines are sold seperately at present. Although there is a rumour that there may be a combined Mega Drive/Mega-CD unit in 1993 if sales of the Mega-CD go well.

Is it possible to play laserdiscs on the Mega-CD?
No! Laserdiscs are a completely different breed of optical disc. The Mega-CD will only accept audio CDs and Mega-CD specific CD games.

Do you get any more colours with the new unit?
While it's true the Mega-CD boosts the audio and animation capability of the Mega Drive, it does not enhance the colour display in any way. Besides, what's wrong with a 512-colour palette anyway?

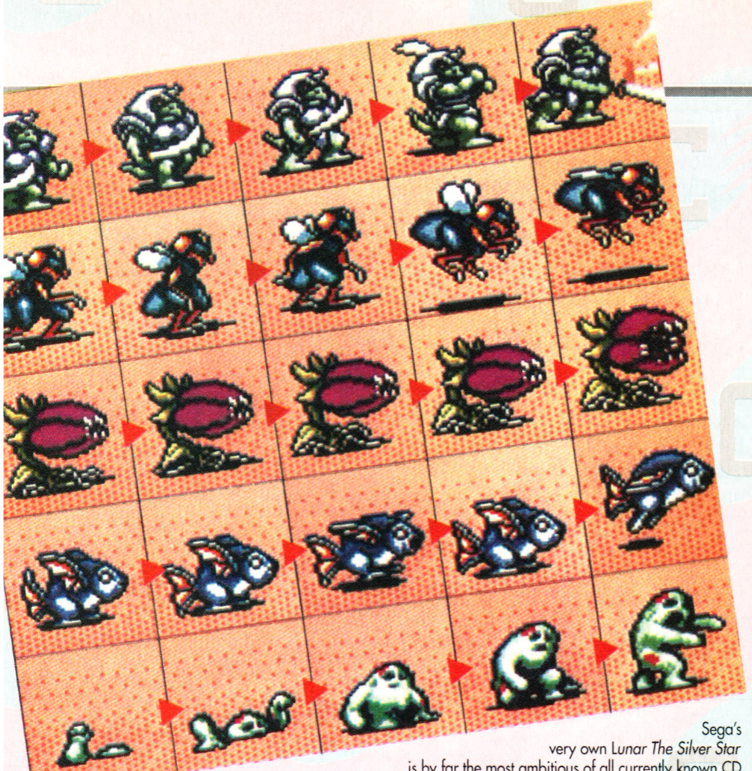
What are the chances of a Master System version of the Mega-CD like a Master-CD, for instance?
None. Sega's policy is always to go in a forward direction and make the latest hardware downward compatible but not necessarily the reverse. For instance, the Mega Drive can run Master System software (via the Powerbase Converter) but the Master System can not run Mega Drive games.

How much will CD software cost?
If it's audio software you're talking about, from about £9. However, if it's Mega-CD specific game software, the prices in Japan start at around £28 and go up. Expect the UK prices, when they are finally unveiled, to be between £10 and £20 more than the Jap prices. The more complex the game – like some of the enormous RPGs that are being promised – the more you will have to pay.

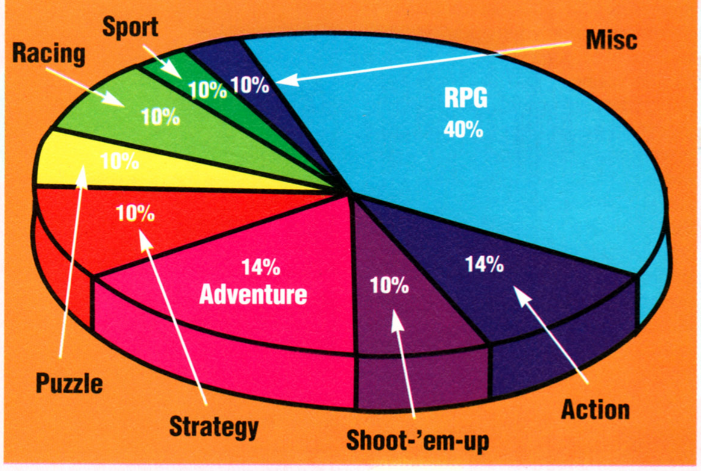
Is there any likelihood of *Sonic* appearing on the Mega-CD?
Absolutely. Although it might not be in the format you are used to. Rather than a platform action game, a more sober-paced adventure might be on the cards. We'll have to wait... Sega have promised Sonic 2 and beyond, but they haven't said anything about formats.

Can any CD player be connected to the Mega Drive and used as a Mega-CD?
No way, no how! Forget the idea completely. The Mega-CD is more than just a fancy audio CD player – it's got its own processor, memory and other whizzy bits that audio CD players lack.

Will a UK Mega Drive work with a Japanese Mega-CD?
Yes, yes, yes! Despite what some other lesser magazines would have you believe, there are no compatability problems with the Mega-CD working on UK Mega Drives or indeed Mega Drives from any other country. The only thing to be careful of is to be sure you know how you are going to display the images. If you wish to display the game on a TV then you'll need a pal version of the Mega-CD. If you're after a picture on a monitor or scart TV, then a scart version is what you'll need. An imported scart Mega-CD will not run (or at least not display the picture properly) on an ordinary TV unless the TV has a scart socket. Check with your supplier if you are in any way unsure.



Sega's very own *Lunar The Silver Star* is by far the most ambitious of all currently known CD releases. The game is a very cute RPG in which 30 interactive characters and a collection of cuddly monsters get in your way. You can control up to six characters. Combat is controlled mostly by the computer using artificial intelligence. Around 80% of the CD's content will be music. This certainly looks like one of the most adventureous games, but as yet lacks any official release date. Notice how much detail there is in the animation sequences; this is only possible due to the massive storage on offer.



BREAKDOWN OF CD GAME RELEASES

Last Chance to WIN A MEGA-CD
AND A
MEGA DRIVE
PHONE 0891 662559 NOW!!!

OR TURN TO PAGE 59 TO FIND OUT MORE...

CD SOFTWARE RELEASE RUNDOWN

The what, when and how much of Sega Mega-CD game releases in Japan. Please note, no UK, European or American release dates have been shown beacuse the machines aren't available anywhere outside Japan yet and consequently neither is the software. However, you should be able to obtain the titles mentioned from importers very soon after their official Japanese release.

December '91
Woodstock FHB (¥6800, £28)
Heavy Nova
Nostalgia 1907 (¥7200, £30)
Earnest Evans
Sol Feace

December '91/January '92
Fay Area

February '92
Cosmic Fantasy Stories

February '92/March '92
Crying Dragon

March '92
Silky Lip
Death Bringer
Detonator Organ
The Laughing Salesman Part 1

April '92/June '92
Switch
Quiz
Aleste
Power Drift
World Rally
Alslane
Super Gal's Panic
Ymimi Mix

May '92
Rise of the Dragon

June '92
3x3 Eyes

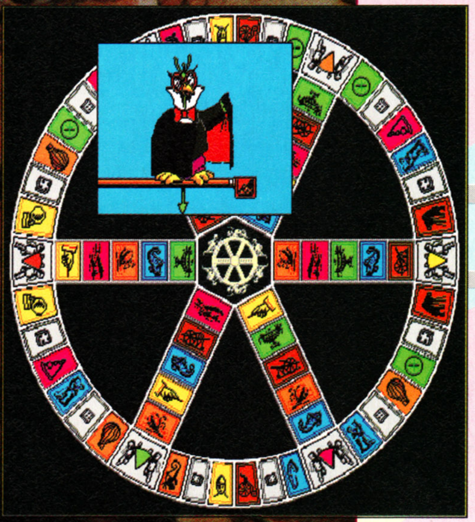
September '92
Wing Commander

October '92
Sim Earth
CD Baseball

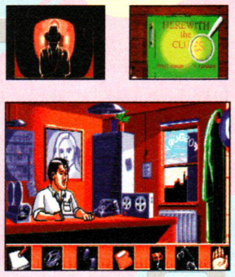
The following titles are also to be released over the next six months, but as yet have not been allocated specific dates due to the unpredictability and complexity of the software. Imagine ironing out the bugs in a CD game 367 times larger than a cartridge based game...

Dark Wizard
Isle Road
Lunar: The Silver Star
Nobunga vs Ieyasu
Seal of the Conqueror
Shbaltz Silt
Prince of Persia

Most of the games mentioned above are being developed in Japan. *Prince of Persia* is one exception. That is actually being done by Domark. Also to come from Domark for definite are *Mig-29 Fulcrum* and *Trivial Pursuit*. In addition, Domark are looking at putting *Super Space Invaders* and *Herewith the Clues* on CD – but that is only if their first three efforts are well received. Furthermore, Electronic Arts are definitely working on some CD projects although they are keeping quiet about the whole affair. Mirrorsoft, Psygnosis and several other UK software houses have also expressed an interest, but again are keeping quiet.



Domark's *Trivial Pursuit* is likely to be on CD by the middle of 1992. The game, it is claimed, will boast over 8,000 static screens, 150 popular songs and 600 classical pieces. Also, an impressive three-minute intro is being promised. The other Domark CD definite is *Herewith the Clues* shown below,



No! No-one knows where the damn thing has gone!

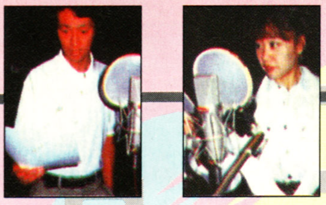
SOL-FEACE

Wolf Team Shoot-'em-up

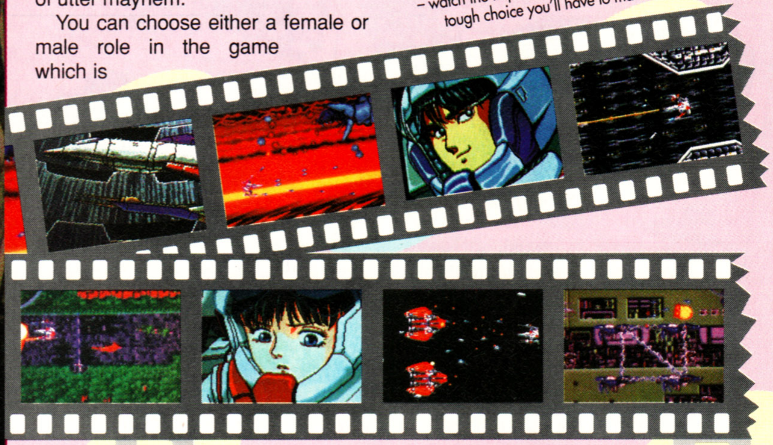
Wow! What a game, It's an audio visual feast you'll lap up and remember for a long time to come. Imagine a massive intro featuring superb quality sound and the most amazing animation, and that's *Sol-Feace*. Buried deep under all the cosmetic wonderfulness is a decent shoot-'em-up which spans five enormous levels of utter mayhem.

You can choose either a female or male role in the game which is very '90s and unsexist of the programmers. Upon your selection you'll be treated to some wonderful graphics and sounds. The game itself is a fairly standard horizontally-scrolling shoot-'em-up with the usual selection of pick-ups, power-ups, put-downs and so on. That doesn't mean it's a bad game – far from it. If you're into shoot-'em-ups this will impress you.

Levels seem to go on forever and feature stunning backdrops and the biggest end-of-level guardians you can dream of. The graphic content is forever changing and the further you go, the better it seems to get.



Above you can see the Japanese radio stars who lend their voices to *Sol-Feace*. Erick Williams (left) provides the voice for the male space captain while Misao Hatanaka lends here dolce tones to the female fighter.



A selection of screens taken from the *Sol-Feace* intro and within the game itself. What do you do – watch the impressive intro or play the game. A tough choice you'll have to make every time.

EARNEST EVANS

Wolf Team ● Action

Anette, you may remember, is the whip-wielding star of *El Viento* (reviewed on cart in SEGAPRO#2). Having been abducted by some insane organisation, it's your job as Earnest Evans to rescue your beloved damsel in distress. That at least is your main task – however, you must also locate the missing book of magic from the animal-infested jungles of Peru.

What you've got at the end of the day is an absolutely stunning Indiana Jones-like arcade adventure. *El Viento* is good (just missing out on a ProYo!) while *Earnest Evans* is absolutely fantastic. Wolf Team have done a stunning job on the graphics. The animated sequences just go on and on and on. Cartoon graphics, *El Viento*-style playability and enough of a challenge to keep you glued through the new year. Don't miss this.

This is your green-haired love goddess, Anette, who's been kidnapped. Go, Earnest – shake your stuff for the girl.

Very rarely in Japan do you get a game bundled with a console or other entertainment system. The same is true of the Mega-CD. You get nothing but the machine. You have no choice but to lash out extra wonga for some software. At the time of writing only two games were available – *Sol Feace* and *Heavy Nova*. However, we've managed – via our Japanese chum Shintaro Kanaoya – to bring you the very latest exclusive details of all the imminent CD game releases. Sit back and prepare to be dazzled.

SIGHTS ON CD

GOD, IT'S SO BIG!

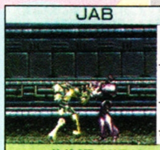
While CD games may look like ordinary audio CDs, they are very different. The way in which information is stored might be similar; the information itself is very different. Consider a game CD to be a very high capacity cartridge. Now, cartridges come in various sizes from the lowly 2Mbit (256K) to the more respectable 8MBit (1024K or 1Mbyte). There's also rumour that Sega will start producing games on 12Mbit (1536K or 1.5Mbyte) carts. You may remember *Star Control* from Accolade – that was the first 12Mbit cart. After all the fuss and condemnation Sega caused when they saw this cart, they now plan to produce one themselves. One law for Sega...

Obviously, the more megabits developers and programmers have to play with, the more graphics and sound can be squeezed into a game. Not only that, but the game map, play area, depth – call it what you like – can be significantly larger. While more isn't always better, consider some of the latest big-name games like *Quackshot, John Madden '92, The Immortal, Arcus Odyssey* and so on. Without the luxuary of an 8Mbit cart, you wouldn't have had nearly as much game.

Games on CD need putting in perspective. A cart can – for arguments sake – be a maximum of 12Mbits (there's only one is at present). A CD can store around 550Mbytes of information. That's equivalent to a staggering 4400Mbit cart! And that's 367 times larger than the biggest possible cart so far! Put it another way – every single cart game produced so far for the Mega Drive would fit comfortably on a single game CD. And there would still be room for over 100 more! Astounding.

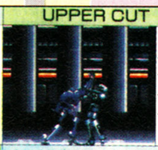
All this extra storage space is filled surprisingly quickly when lengthy animation sequences and audio CD-quality music tracks are included in the game.

JAB



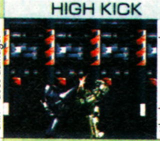
Short, sharp strikes to the head.

UPPER CUT



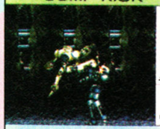
Very hard under the chin – does damage.

HIGH KICK



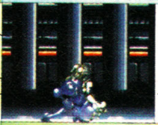
Like the upper cut only harder and faster.

JUMP KICK



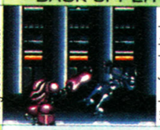
From a disyance run and jump – deadly.

HAMMAR KNUCKLE



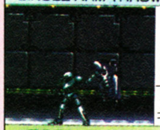
Knock opponents into the ground nail-like.

BACK UPPER



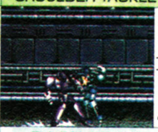
Hit them from behind while they don't look.

SINGLE ARM THROW



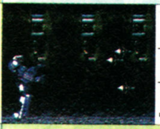
Up and over your shoulder he goes – yes!

SHOULDER TACKLE



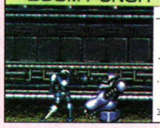
Run towards the enemy and shoulder him down.

MISSILE



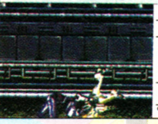
Forget the namby-pamby stuff – shoot!

ZOOM PUNCH



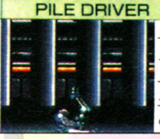
It's coming at you and there's no place to hide.

BACK DROP



Slam the enemy back first into the floor.

PILE DRIVER



Or drive them into the floor head first – ouch!

HEAVY NOVA

Micronet ● Beat-'em-up

Way, way in to the future when man ceases to exist and the planet is inhabited by robots, there's nothing for the forgotten creations of man to do but partake in ground-shattering, building-breaking, milk-shaking (?) combat. If this sounds anything like the Infogrammes game Metal Masters, then you're right – it does!

Whether you play against the computer or a friend the rules are the same: dent, rip, crush and smash your opponent until he's lying in a pool of pulverised metal. With 12 metal-buckling moves under your belt, you should be able to tackle the most ferocious of enemies.

The animation is good and characters well sized, but once you've duffed all the enemy in and become the undisputed heavy metal hero (sorry, Les) there's little challenge. Two-player mode may be the only thing that keeps you playing.

MORE CD SOFTWARE

There's so much more we would have liked to show you, but due to lack of space it'll have to wait until next issue. Expect full in-depth reviews of *Sol-Feace* and *Heavy Nova* plus previews of *Nobunaga vs Ieyasu, Space Woodstock, Lunar the Silver Star, 3x3 Eyes* and much, much more. You always get it first in SegaPro.

ON THE FOURTH DAY...

... of Christmas Ballistic gave to me:

★ 10 Ballistic T-shirts hanging from a pear tree.

Claire "baubles" Bowen from Ballistic then asked:

Which of these titles will Ballistic be coming out with next year?

A Test Drive 2 B Bounty Bob C Pretty Woman

See page 75 for more details and official competition entry form.

Last Chance to WIN A MEGA-CD
AND A
MEGA DRIVE
PHONE 0891 662559 NOW!!!

OR TURN TO PAGE 59 TO FIND OUT MORE...

pro test

Wanna know something? Know something you might want us to know? If you know what's good for you, you'll get writing to ProTest. Don't forget, the ProTest Best (the letter of the month) and ProArt winner each receive a limited edition SegaPro T-shirt. Send your problems, praise, art, reader charts and criticism to ProTest, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. Please write on the back of the envelope whether it contains questions, views or artwork. Thank you for your co-operation, goodnight.

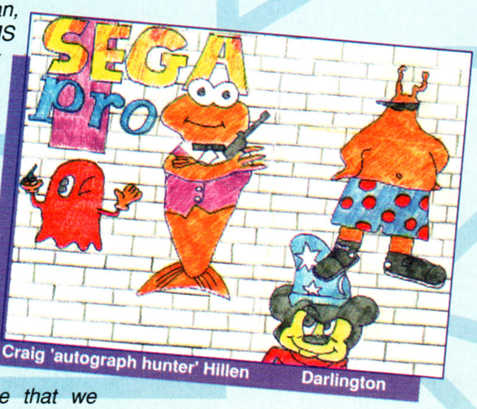
MORE MASTERS!

Dear SegaPro

The first thing I noticed after reading through your mag was that you had done nine reviews of Mega Drive games and only four reviews of Master System games. There are people who own Master Systems, not all of us can afford Mega Drives, so it would be nice if you could even the reviews up please; you're called *SegaPro*, not *Mega*Pro. But apart from that, it's a great mag.

Stuart Kilmister, Birmingham

SegaPro's reviewing policy is to review every Sega game we can get hold of. We don't ignore any particular format, nor do we favour any particular machine. What we review is very much dependent on what is available on the Master System from month to month. We can get hold of Mega Drive software from Japan, America and the UK. MS software is, however, only available from the UK (also the US sometimes has the odd offering). If you look around, you'll see that we cover more Master System games than any other magazine, it just so happens that we get hold of miles more Mega Drive product than anyone else, too, so the ratio of coverage can often seem biased. Just be safe in the knowledge that we cover more MS software than anyone else – and will continue to do so in 1992!



Craig 'autograph hunter' Hillen Darlington

ProTest!

If you print this letter that I am trying to write with an obscene racket going on behind me, I will be extremely surprised. In the past, I have written 68 different letters to all sorts of magazines. None of them have been printed.

Anyway, to business. I would like to suggest some things that will probably improve your already brilliant magazine.

Mark Beardsmore Leicester

1) In your competitions, please do something for Master System. I do like the Mega Drive but if you overdo it, I might be sick all over your magazine. I did that when I got fed up to death with Amigas.

2) A centrefold is a good idea – keep it up, but make it bigger on occasions.

3) A friend of mine has been annoying me for weeks. Could you please include more tips for the Game Gear. (There, happy Chris!!)

Thank you very much for your co-operation.

Simon S Tilley, Swindon

What a sob story. Well, at last you've got a letter printed.

1) We try to make the competitions non-specific to any console owner with prizes like the Teradrive and super TV given away this issue. Also, usually the runners-up prizes are T-shirts, joypads, etc which apply to everyone.

2) Hope you like the calender this issue.

3) We'll try our best!

READER CHART

MEGA DRIVE

1. Devil Crash
2. Hellfire
3. EA Hockey
4. Sonic
5. Road Rash

Captain Wheatgerm, Stockport

J Robinson

FRAIL MAIL

Dear ProTest

I study English at A-level and I can't find words to describe your mag! I bought the first edition while scanning various other monthlies in my newsagent, then on November 21, I shot around to get number two. It's full of everything I want to read (though a little more Game Gear wouldn't go amiss!). The December edition is the best thing since, er, the November edition! I think you've really struck gold here!

I do need a bit of advice, though. I have had some trouble with mail order firms before, and I notice you have some very tempting offers in your pages. Can I trust them? Will I find myself spending £25 on something that won't arrive, and can you recommend any companies in particular? I would appreciate some advice in this department. Thanks!

Right I'm off to laugh at the guy next door with the N✻n✻✻n✻o.

Duncan Hamilton-Smith, York

Lee Matysiak

Unfortunately, because a person has a bad experience with a mail order firm, the rest of the sales industry gets tarred with the same brush. However, there are many, many entirely reliable, reputable and

ROSS ON SEGA

Dear ProTest

I am very disappointed at the way Sega promote their machines. Their strange method of advertising shows you a man, a boy who does karate and a fleeting glimpse of a game or the machine – and the machine is nine times out of ten a Master System. I have yet to see a Game Gear advert on TV. Also, the adverts are hardly ever on, and often when they are on they are on at weird times, not like Nintendo who try to slot their adverts in between Children's ITV, and more that often they succeed. Although I hate to say it, Nintendo are winning the advertising war, and if Sega don't watch out they'll soon be winning the sales war too.

Most of the children in the younger age group who are more influenced by advertising probably don't really know about Segas, but they know about Nintendo's. Ask them what they know and they'll probably mention Mario, Simpsons, WWF and it's the world's number one game system, and that's the last thing Sega need with the launch of the Super NES in 92-93.

Jonathan Ross, Reading

Is this from the Jonathan Ross? The one who owns a Game Boy. Probably not, judging by the handwriting. But your observations are very perceptive, although there have been some Game Gear ads spotted on MTV. Sega seem to be resting on their laurels before they've even won them, and with the launch of the Super NES in the UK now confirmed for early 1992, Sega had better get their advertising act together fast. At least it's a bit better than those nondescript ads they placed in Q, The Face, Viz, Angling Times, Trainspotter Monthly, etc For those words of wisdom, you get a limited edition SegaPro T-shirt for the ProTest Best.

speedy companies out there offering game at less than RRP prices. There are a few ways to ensure a safe parting of your money in order to obtain cheap Sega goodies.

1) Never send your money off without ringing up to check if the company exists first.

2) Always ask if they have what you want in stock and verify the price (inc p+p). Then check against the release date in the latest SegaPro to check that it's possible they have it. (Some companies were taking money for Mega-CDs up to three months ago!) If in doubt, ask them if you can pop by and pick up the game yourself the next day (you don't have to, just ask)

3) Pay by credit card if possible as you have more chance of reclaiming your money if anything goes wrong.

4) Any company that advertises in SegaPro has been checked over by our ad people to ensure that they can pay their bills. We won't accept ads from companies that give us the slightest whiff of dodginess as they won't just rip off you, they'll also not pay their ad bills! If you order from an advertiser and don't get satisfaction (the allotted time for delivery is 28 days by law), please contact our ad department and inform them.

READER CHART MASTER SYSTEM

1. Sonic
2. Castle of Illusion
3. Speedball 2
4. Spider-Man
5. Strider

Paul Williams, Peterborough

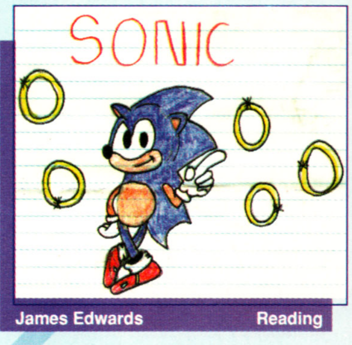
JOB HUNTING

Dear Sir/Madam

I am currently in my last year of secondary school, with my final exams taking place in May. I own a Sega Mega Drive, and thoroughly enjoy playing on it. The reason that I am writing to you is that it has recently dawned upon me what I would like to do as a career: work for a computer magazine like yours!

I was therefore wondering if you could possibly advise me as to what training/further education is necessary to get a job with a firm such as yours. Any information you could give me in this respect would be greatly appreciated.

Steven Kent, Leamington Spa



James Edwards Reading

Looking at everyone in the SegaPro offices, it seems that you just fall into this line of work. Although you can help your case by having a good grasp of English and an amazing gamesplaying talent (and a warped sense of humour!). Here's how everyone here got into this line of work and what they did before magazines.

Damian: replied to job centre advert. Previously worked for a posh furniture place.

Les: replied to job centre advert. Claims to have been food tester for Bowyers and Managing Director of Tesco's.

Dom: offered job after writing part-time for magazine. Came fresh from college.

Richard: applied to advert in magazine. Had Saturday job selling women's jewellery at H Samuel.

Andrew: applied to advert in local paper. Previously found people homes in the UK (?).

Di: replied to job centre advert. Came fresh from college.

PROQUOTES

This month's selection of snippets on SegaPro. Thanks for the praise, gifts and Christmas cards – we won't be resting on our laurels.

"What a mag. All Sega, all skill."

Paul Thompson, Leeds

"A totally, unbelievably accurate review of Sonic for the MS."

Matman, East Midlands

"Your mag is better than any other Crappy Sega Mag."

Neil Wilson, Morecombe

"I like the way you try to involve the readers."

Adam Kemal, London

"The ratings box is a tad on the small side. Change it, please, it would make your mag 100%."

Aaron "Mike" Smith, Chatham

"Aren't you worried by the competition?" [What competition?]

Ross Elliot, Loughborough

"I buy many mags, but not one of them told me about the things you have."

Paul J Flint, Bolton

"You said Mickey shakes hands with the sorcerer. Wrong, he shakes hands with the conductor!"

Simon Brownhill, Dudley

"Why do squirrels swim on their backs? To keep their nuts dry."

Simon Gover, Wareham

"How do you get all the previews on new games before all the others?"

Jack Harker

"My life was a right drag one month ago because I used to get Games-Smelly-X."

Matthew McAllister

PROBLEMS !
PROCURES !

Phew. This month, we have more dilemmas than Father Christmas on Christmas Eve. But the Pros are up to the task, and yet again a sackful of worried readers go home with a smile and a problem cured.

First off, we have a query from **Graham Fair** who, like many readers, is a little confused about the various versions of the Mega Drive on sale. A Scart Mega Drive will only work on TVs or monitors with a long 21-pin Scart (also called Euroconnector or Peritel) socket. Most modern TVs have these, but check with the shop that your TV is compatible before you buy. If you want a MD that is certain to work on your TV, get a PAL version which interacts with your TV in the same way as your video. Don't forget, though, if you buy a PAL version you can always buy a Scart lead later on. The advantage of Scart is that it gives you a clearer picture and stereo sound output.

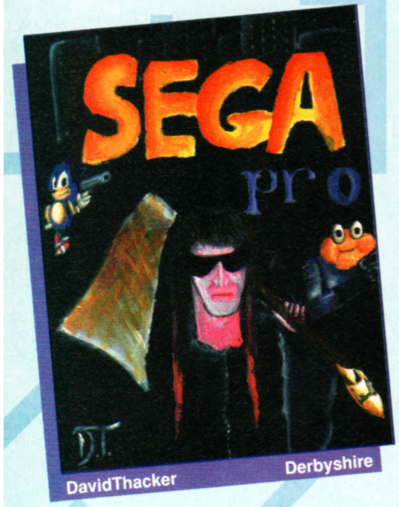
Official and import versions are another matter. All Jap machines will allow you to play all Mega Drive games, however, the official UK version bars you from playing Jap games by making the cart slot a different shape. There's no great internal change, so you can get around this by either filing down the cart slot (not recommended) or buying a convertor (around £10) which doesn't invalidate your warranty. Both the import and official machines should come with one joypad and a UK power supply unit.

On the same subject, **Paul Brown** wants to know the differences between a Jap and UK Game Gear. None and the games are totally and utterly interchangeable.

David Jackson asks if that great multi-player NES game *Super Off-Road* will ever appear on the MS. We mentioned last issue that Accolade are doing a Mega Drive version, but the likelihood of a MS version is very slight. **Martin Brown** wants a MS version of *Abrams Battle Tank*. Sadly not, Martin, and there doesn't seem to be any other tank sim on the MS either. Can anyone help?

Is there a *ThunderForce 4* game, **Glenn Barknell** wants to know. Or how about a *Xenon 3*. Well, neither are out yet, although there's a high likelihood of both appearing in around a year's time. Glenn asks if there's any chance of the arcade *Turtles* on MS. 'Fraid not. Although the arcade version is about to be released on the NES, Konami are strictly Nintendo-only at present. ➥

pro LETTERS



DavidThacker Derbyshire

GAMES WITH BALLS

Dear SegaPro
I have recently bought a Mega Drive and so I borrowed *Michael Jackson's Moonwalker* from a mate. I noticed something very peculiar about it. When you press DOWN on your control pad, Michael's legs bend and he shouts "AAOW!" I have found out why he shouts "AAOW!", because when he bends his legs, he places one hand over his private parts and obviously squashes them! This must hurt the poor fellow otherwise he wouldn't shout "AAOW!"

Peter Neal (a concerned gamesplayer), Harwich

PURE MATHS

Dear SegaPro
I just wanted to say how great issue one of your console mag is. I saw it in my retail outlet and it stuck out a mile so I bought it instantly. I am glad that it is for Sega only as I have little interest in the NES, Game Boy or Lynx. The Super Famicom is something else, though.

The price of SegaPro is £1.95 which is a bit steep for an 80-page mag on just Sega. Mean Machines is £1.75 and C+VG is only £1.40 and they both deal in almost all consoles, at least Sega and Nintendo, so perhaps lowering the price will get you more readers.

Apart from this, I think it is a great mag and that the subscription offer is great.

RJA, Newbury

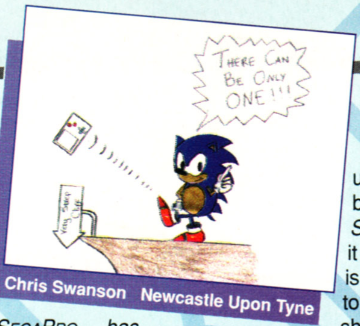
PS: What about a prize for the best letter in each issue.

SegaPro is 100% Sega. Mean Machines and C+VG may cover Sega products but they cannot give you the full Sega picture. If SegaPro has 84 pages at £1.95, you pay around 0.023p per Sega page. If Mean Machines has 100 pages at £1.75 with 50% Sega coverage, you pay 0.035p per Sega page. Therefore, we save you 99p per issue if you want 84 pages of Sega coverage. Also, SegaPro has around double the amount of Sega reviews in Mean Machines, and we also manage to squeeze more words and pictures per page that any other Sega mag. I know the maths are a bit complicated, but take our word for it, for top-notch, value-packed Sega reviews, SegaPro is the only mag worth getting. (Of course, that's just our opinion!)

GAME GEAR

1. Rastan Saga
2. Out Run
3. Castle of Illusion
4. Halley Wars
5. Factory Panic

Derek Hawkenshaw, Reading



THERE CAN BE ONLY ONE!!!

Chris Swanson Newcastle Upon Tyne

A-Z QUERIES

Yo! SegaPro dudes!
On page 18 (SegaPro#1) in your A-Z of Sega games, you unfairly rated both *Alien Storm* (although it is very easy, it is a good game to play, I say it should be at least 85%) and *Alex Kidd* on the Mega Drive (it plays like Japanese rugby and has the graphics of a Nintendo – 57% at max).

Yours very fussingly.

Robbie "I need sleep" Welch, Telscombe Cliffs

PS: I'm up so late because *Fantasia* is so hard.

Dear ProTest
I disagree with the rating you gave to *Aztec Adventure* for the MS. It doesn't deserve 70%! It's just too hard and the gameplay is rubbish. some mags only give it about 35%!

Calvin Holbrook, Isle of Wight

When you complete Fantasia, *it is a major disappointment – we'd give it 72% max! Check out the finishing screen in last month's Game Over. As for* Aztec Adventure, *well we don't know what Les was on when he gave it that! The game's a dog – 45% max.*

Beni Malone Ellesmere Port

EXIT RESULTS #2

Last month's Exit compo was a real toughie, but a handful of valiant readers came up with a few words to excite the twisted mind of its creator. This month's is a bit easier, so check out the contents page now. Well, go on!

The best of the bunch was from Adam Wing in Market Harborough with this clever entry. We may not understand it, but the idea was pretty neat.

A Mexican woman walked into Tesco's and saw two nuns wrestling in a mountain of baked bean tins. She looked at the cashier and said:

"Cosser mon de la urarua, son to mon de per."

A copy of an excellent Mega Drive game is on its way to Leicestershire.

PROQUOTES

"No more buying blindly and hoping for the best, now I'll just look in SegaPro."

Nicholas Kyriacou, Southampton

"Jibber, jibber, gonk, gonk, squelch, doobrey and wipee."

Paul Hughes, Powys

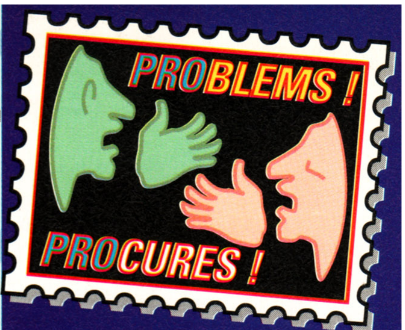
"Keep it up." **Gary Graves, Hull**

"Where can I get some smart pants like my mate Shintaro is wearing in issue two."

Captain Wheatgerm, Stockport

"It's just... just... a pro mag."

Billy Girvan, Runcorn



PROBLEMS!
PROCURES!

An anonymous Welshman wants a four-player adapter for the MD, like the NES Four Score. There's no news of one yet, but we'd love to see one, so how about it Sega?

Wayne Brown is worried that he might damage his machine if he plays on it for a long period of time, like four or five hours. Well, you'll certainly damage your eyesight if you do it too often. We have our office machines on for at least 18 hours a day (sometimes 24), and we haven't had one breakdown on us yet – and these machines get some real abuse!

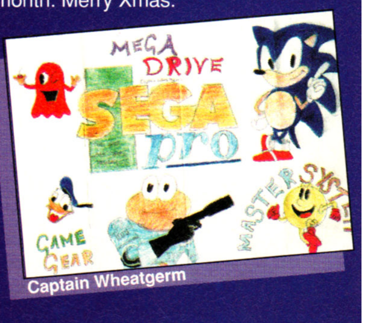
Iain Murray wants *Lemmings* to come out on the MD. Fear not, it's already being programmed in Japan and should be out over there in January, so a UK version should follow soon after.

Mr L Prevendi (an old retired accountant!) says that he's finally got off the first screen on *Woody Pop*, and wants to know why he can only go in one direction from there, and not the three like it says in the manual. The problem is that you don't always get three rooms to choose from, even if the manual says you do. When you complete the second screen, you should find a different number to choose from. All will become clear, there's nothing wrong with your gamesplaying.

Kevin Wright wants *Sonic* to appear on the Mega-CD. So do we. Chances are that he will appear in one guise or another – some reckon a *Sonic* RPG might appear...

Tony Burt enquires about a release of *Populous 2*. Well, keep your eyes open around June 1992 and you could be in for a pleasant surprise! Tony also says, which is best *Lakers vs Celtics* or *Super Real Basketball*? We reckon your money would be well spent on *Lakers vs Celtics*, it's an extremely accurate conversion.

If you've got some questions, send them to the usual ProTest address which, for those not in the know, is SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. See you next month. Merry Xmas.



Captain Wheatgerm

GOLD RESERVE

★ A REMOTE CONTROL TV!
★ 11 FREE MEMBERSHIPS TO SPECIAL RESERVE!
★ 10 TEQNICHE JOYPADS TO WIN!

Plagued by fuzzy screens and blurred shoot-'em-ups? Frustrated by anything less than razor sharp pixel quality and resolution? What you need is a Goldstar 14" TV with remote control and Scart input. Luckily for you, Special Reserve supply just the thing for unparalleled Mega Drive or Master System picture quality. The TV features a useful sleep facility (saves the embarrassing sight of waking up to TV-AM!) as well as all programming and tuning functions incorporated in the remote.

Furnished in matt black with an indoor aerial and 12-months guarantee, the whole package is worth £169.99. And now all your adventures can be in crystal clear and in eye-stinging colour with vivid detail. SEGAPRO is the only magazine to offer its privileged readers the chance to win one of these stupendous Goldstar TVs that Special Reserve have got their hands on. The winner will also receive a Scart lead and FREE membership to the Special Reserve Games Club, in total worth over £185!

In addition, ten runners-up will win a Teqniche Turbo Rapid-fire joypad worth £14.99 and Special Reserve memberships worth a valuable £6 at present.

For more information on the Special Reserve Club and their great range of hardware and software for all Segas (and some other lesser computers), ring them direct on (0279) 600204.

GOLD RESERVE COM ON

I'm really poor and only have a clapped out Ferguson TX to play my Sega on. If I win this compo, it'll be pixel-perfect heaven for me from now on, and I'll be reserving my special thanks for the folks at Special Reserve. I've rung the answers below and completed the form in full.

1 A B C 2 A B C 3 A B C

NAME ....

ADDRESS...

....

.................................POSTCODE.................................

REACH FOR THE STARS

Christmas may be a time for giving, but with such a glorious prize we could not just donate it to the first person to write in – no, you're going to have to work for this prize! Just answer the three simple questions, and fill in the form and send it off (or a copy) to *Gold Reserves competition, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* Any entries received after 16 January 1992 will be stuffed into a turkey and saved for Christmas dinner 1992.

Special Reserve

1) What does CRT stand for?

A Cathode Ray Tube
B Cardboard Radio Telephone
C Caution Rats Turning

Special Reserve

2) What is the chemical symbol for gold?

A IOU
B PRO
C AU

Special Reserve

3) Name the wrestler in the hit game Pit-Fighter?

A Mr Rottweiler
B Brian Damage
C Buzz

Nintendo owners – don't they just get up yer nose?

proreviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resume of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain the importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

PROTALK

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SegaPro offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SegaPro. If you fancy becoming a reviewer for the day, send you name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

MEGA DRIVE

Hard Drivin' 54
Joe Montana II.........................72
John Madden Football '92.......46
Ms Pac-Man..........................64
Marble Madness......................68
Pit-Fighter 56
Quackshot 38
Rolling Thunder 2...................66
Runark...................................60
Shadow of the Beast 71
Speedball 2 71
Valis III 62

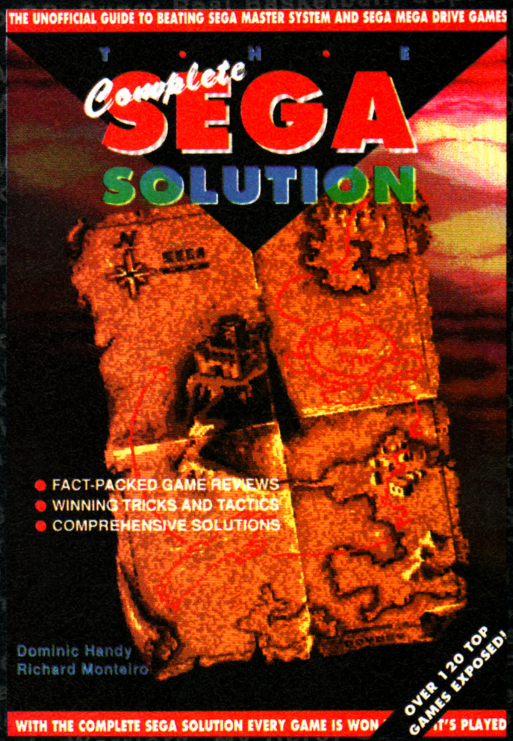
MASTER SYSTEM

Klax 52
Mercs....................................58
Rampart.................................44
Sega Chess 70
Super Kick Off........................40
Super Space Invaders..............69

GAME GEAR

Batter-Up 71
Galaga '91 70
Joe Montana Football..............48
Ninja Gaiden 42
Solitaire Poker.......................70

WINNERS DON'T USE DRUGS...


THE UNOFFICIAL GUIDE TO BEATING SEGA MASTER SYSTEM AND SEGA MEGA DRIVE GAMES
THE
Complete
SEGA
SOLUTION
FACT-PACKED GAME REVIEWS
WINNING TRICKS AND TACTICS
COMPREHENSIVE SOLUTIONS
Dominic Handy
Richard Monteiro
OVER 120 TOP GAMES EXPOSED!
WITH THE COMPLETE SEGA SOLUTION EVERY GAME IS WON ... IT'S PLAYED

The Complete Sega Solution is a comprehensive collection of tricks, tactics and playing solutions for over 120 top Master System and Mega Drive games. But it's more than that; every game is reviewed and rated so you can decide at an instance whether a game is worth adding to your collection.

The Complete Sega Solution is the most accurate and fact-packed guide to winning Sega games. In over 200 pages you'll discover secrets buried within games; infinite lives, hidden messages, level selects, bonus rounds, concealed stages, unlimited continues, programmer access codes, even games within games.

The Complete Sega Solution features essential playing guides for many of the biggest games. These take you step by step through levels, inform you how to get past obstacles, where to pick up special items, and how to deal with attackers. In short, the playing guides will get you from start to finish.

The Complete Sega Solution contains more than 120 top games, including Alex Kidd, Arnold Palmer, ESWAT, Gain Ground, Ghostbusters, Ghouls 'n' Ghosts, Golden Axe, James Pond, Mickey Mouse, New Zealand Story, Rainbow Islands, Revenge of Shinobi, Ringside Angel, Shadow Dancer, Strider, Tetris, Wonderboy III...

THE COMPLETE SEGA SOLUTION IS AVAILABLE NOW FROM ALL GOOD BOOK SHOPS PRICED £9.99. ALTERNATIVELY ORDER DIRECT FROM THE PUBLISHER.

THEY USE THE *Complete* SEGA SOLUTION!

PLEASE SEND ME A COPY OF THE COMPLETE SEGA SOLUTION

Name..

Address...

....

....

Postcode........................Phone number.........................

Method of payment *please indicate your choice*

☐ **CHEQUE / POSTAL ORDER**
please make payable to Paragon Publishing Ltd

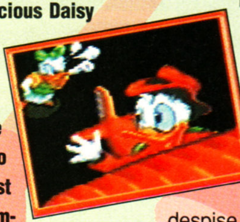
☐ **CREDIT CARD** **Expiry date** ☐☐ ☐☐ ☐☐

Card number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature...

Please return this coupon (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Subs, Paragon Publishing Ltd, FREEPOST (SN 1543), Trowbridge, Wiltshire BA14 8YA. Alternatively call our credit card hotline on 0225 765086.

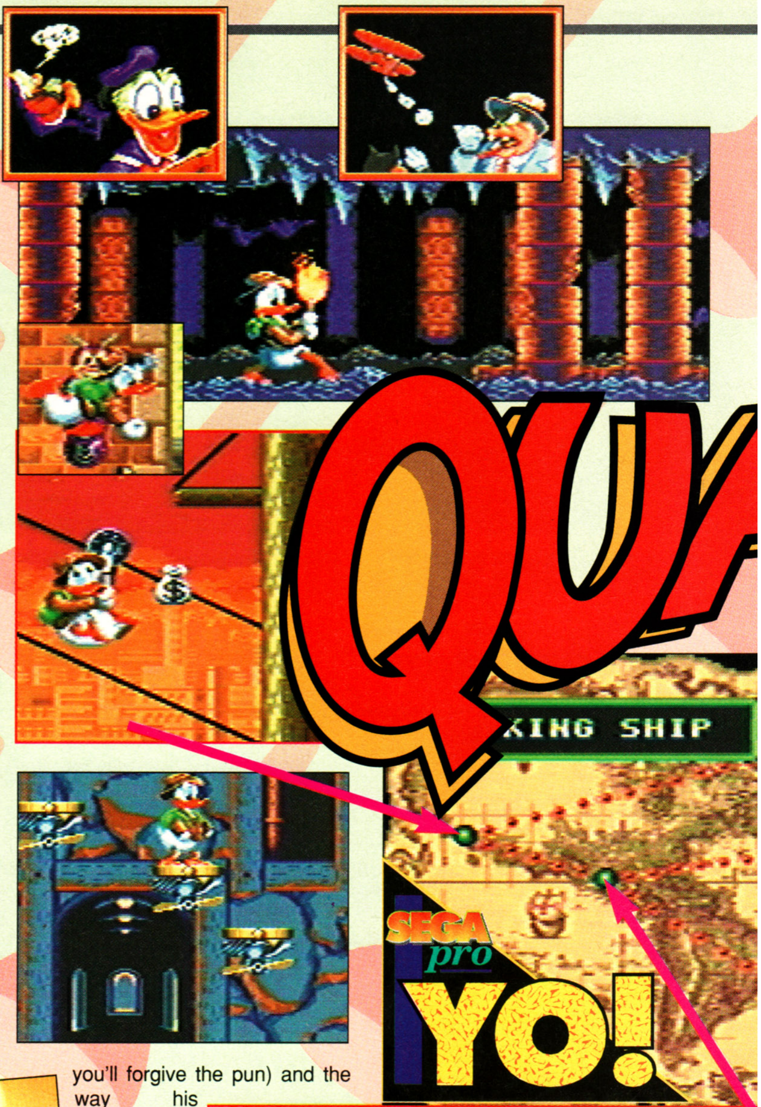
Waaaak! Donald leapt back in surprise as a frayed piece of parchment fell out of the old book in Uncle Scrooge's library. Gingerly examining the scrap, Donald realised it was the long lost map of King Garuzia who once ruled duck kingdom. Now clumsy Donald must leave his precious Daisy and embark on a dangerous quest across the globe in search of the treasure. Okay, so it isn't the most original and compelling plot line but you have got to admire Donald's spirit. Our frantic feathered friend must recover the booty before big bad Pete and his ducky gang can swipe it. With the help of Hewy, Dewey and Louie who pilot the plane, Donald has to drop in on different parts of the world, solve the riddles and get the clues to the hidden island. With only a short time to complete the adventure, it's Challenge Donald! (Although he doesn't have as good a figure as Anneka Rice.)

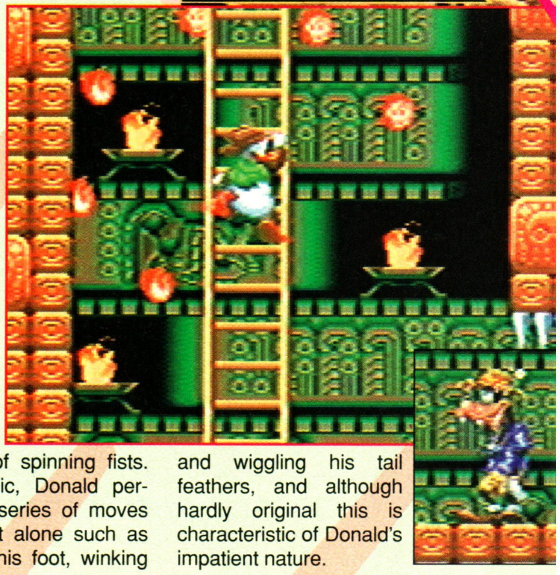


I groaned when *Quackshot* flopped through the letterbox. Not because I am against ducks dressed in khaki shorts having adventures, purely because it's a cartoon licence and the last one I reviewed, The Flintstones, was a massive disappointment. For all you Donald Duck fans waiting with baited breath, you needn't worry, *Quackshot* is everything a cartoon game should be and more. From the moment a match is scratched and the gloomy cavern is lit up in the colourful introduction, you know a treat is in store.

Cute is a word I despise, but that's the only way to describe the graphics throughout the game. Donald is exactly as you see him on celluloid and at times it is hard to distinguish the two. *Quackshot* has without doubt some of the best graphics around. From the unbearably hot South America to the dark and scary woods shrouded in mist in deepest Transylvania, the sprites and backgrounds are consistently excellent. The map is straight out of a Speilberg fantasy and the team even fly across it, blatantly ripping off the films.

Donald is amazingly lively and looks more like Indiana Jones than Indy ever did! I loved the way he could slide along the floor, his cowering duck (if you'll forgive the pun) and the way his plunger gun jerks in his hand when it fires. You can also get him to do a fantastic temper attack where the normally passive Donald emits an angry quack and becomes a flurry of spinning fists. Like Sonic, Donald performs a series of moves when left alone such as tapping his foot, winking and wiggling his tail feathers, and although hardly original this is characteristic of Donald's impatient nature.





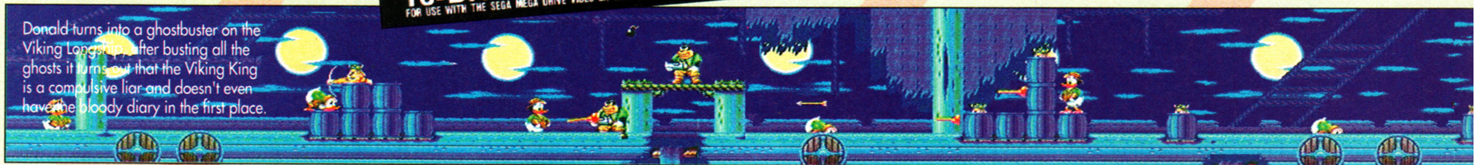
MEGA DRIVE
QUACKSHOT
STARRING DONALD DUCK
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM
SEGA

Quackshot will be released officially in December but why wait till Sega deign to give it to the British public, you can get it right now from Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759. Their price is just six pounds less that the "official" one, £34.

PROTALK

Absolutely brilliant graphics: loads of totally different levels, cartoon-like animation, colourful and detailed. The music isn't bad either – the tunes are atmospheric and effects appropriate.. It's one of the best games I've played! Buy it and believe it!

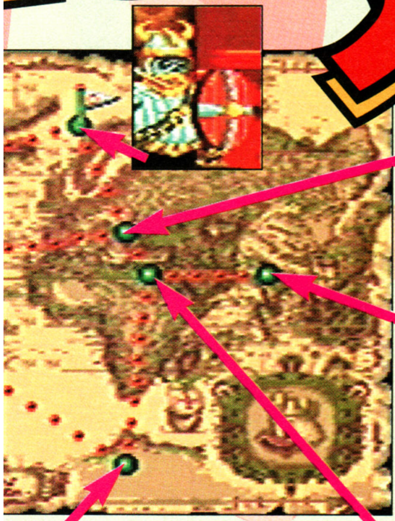
Name .... SIMON MISRA
From................................WIGAN
Age 14
Fave game .... SHINOBI
Machine owned .... MEGA DRIVE

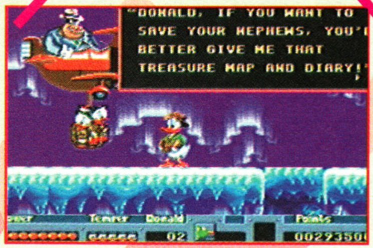


Donald turns into a ghostbuster on the Viking Longship, after busting all the ghosts it turns out that the Viking King is a compulsive liar and doesn't even have the bloody diary in the first place.

ACKSHOT

Each character is meticulously detailed and all of Donald's old friends, such as Goofy and the





"DONALD, IF YOU WANT TO SAVE YOUR NEPHEWS, YOU'D BETTER GIVE ME THAT TREASURE MAP AND DIARY!"

triplets, are all recreated to make this a cartoon extravaganza. The enemies are equally cartoonesque with the dogs carrying guns, the boxing turtles and the mystical snake charmers being my favourites.

Every aspect of *Quackshot* has been polished until it shines; the dazzling graphics complement the well animated and facile sprites, creating a world that is totally realistic within itself. The plane that swoops from above to rescue you, the map and the oodles of exploration really do create an atmosphere of pioneering the unknown and this is one of *Quackshot*'s strongest assets.

Quackshot is also crammed with traps and puzzles to tax even The Times crossword mind. Originality features highly in the fiendish construction of the many pitfalls Donald has to face. There were times when a suspicious rumbling proved to be the walls of a chamber closing together to crush me. I was also caught out by collapsing bridges and rolling balls of fire in tiny passages.

But what impressed me the most when I played *Quackshot* was the authenticity of the situations, particularly in the Egyptian tomb. First I had to solve a puzzle to stop a lowering ceiling, grab the sceptre of Ra, then clamber down a ladder that snapped and dropped me into a mine car for a hectic rollercoaster ride of death. Even if the ideas are not original, the way they are strung together to accelerate the pace to overload is nothing short of breath-taking.

At first I was dismayed to see only three levels, but thankfully the whole world opened up as information was gleaned and different maps discovered. My only gripes lie in the way Donald can be hard to control in a sticky situation, and the way some levels can be incredibly difficult in places. Be warned, the puzzles are not always obvious and it will take some experimenting to pull through.

I was also dubious of the number of credits; unlimited may make the game seem easy, but you will still need considerable skill to reach the treasure island.

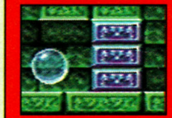
There is enough variety in places as diverse as the South Pole (with its penguins) and Egypt (amongst the pyramids) to keep most adventurers occupied for weeks. Younger players will instantly be enthralled by Donald's quest and how similar to the films and cartoon it really is. This game will appeal to all ages, and all abilities. Like *Castle of Illusion*, it is an essential purchase.

● Damian "out for a duck" Butt

PROTIP

The Maharaja wants you to kill the tiger in the Maze. It can only be hurt in the air. The Sphinx's tear is used to open the tomb in Egypt.

PROTIP



You need the explosive bubble gum shots from Gearloose to blow up the walls in Transylvania. This allows you to get the real map from Dracula.

GRAPHICS	▲ Let's face it, breath-taking. ▲ Smooth animation and parallax.	98
SOUND	▲ Heroic anthems and Indy riffs. ▲ Cartoonesque effects.	90
GAMEPLAY	▲ Astounding adventure story. ▲ Originality puts others to shame.	95
CHALLENGE	▲ A quest and a half to complete. ▲ Possibly too many continues.	85

The most fun you can have with a duck without stuffing it.

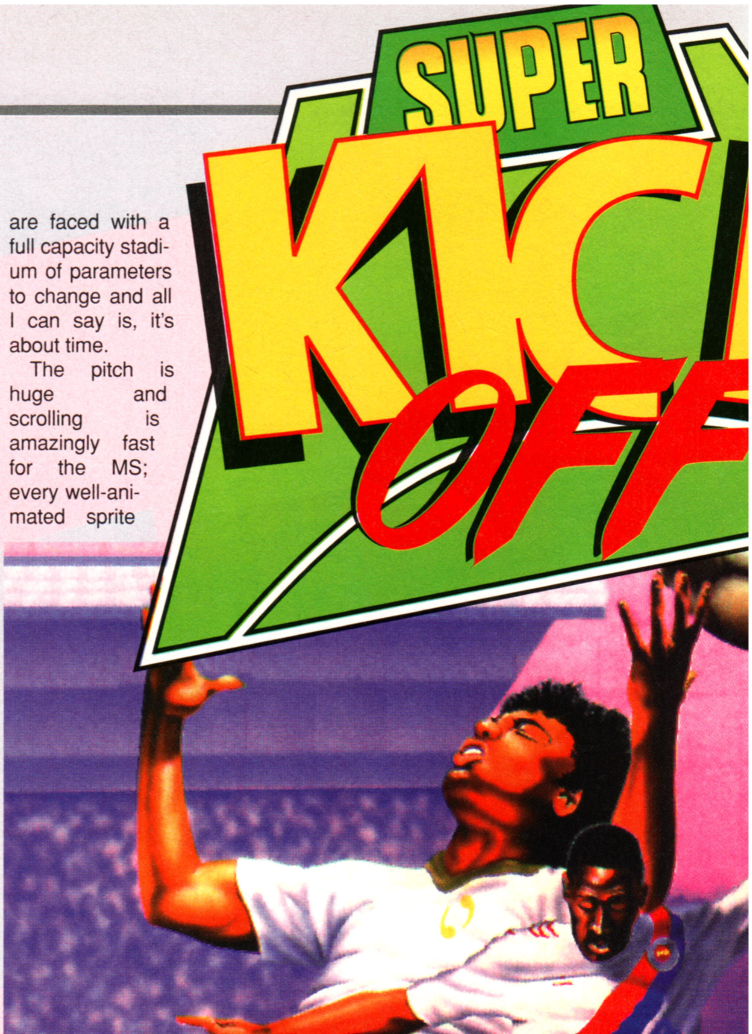
PROSCORE 95

PROFILE

QUACKSHOT ● SEGA US ● £39.95 ● OUT NOW

CART SIZE	8Mbit	**SUPPLIER**
PLAYERS	1	Sega Europe
STAGES	10	16 Portland Place
SKILL LEVELS	1	London
FEATURES	n/a	W11 4LA
		☎ (071) 7278070

A: Doyouthinkhesawus.



MASTER SYSTEM

Now that all the catchy lines and flash intros have been wasted on the preview, there's nothing left for the Master System review. So let's start with the basics. *Super Kick Off* is a football game converted from the mouth-watering Amiga version that everyone agreed was a jolly addictive and generally superb game.

Kick Off **was different from any other footy game in that the ball was not stuck to the player's foot, instead it was constantly kicked just ahead, the theory being that it was more realistic. This allowed for real control over the ball, and the ability to produce stunning moves with which to wow on-lookers.**

Now *Super Kick Off* has been released for the Master System and thousands of 8-bit owners hold their breath in anticipation for the soccer extravaganza the little machine has been praying for.

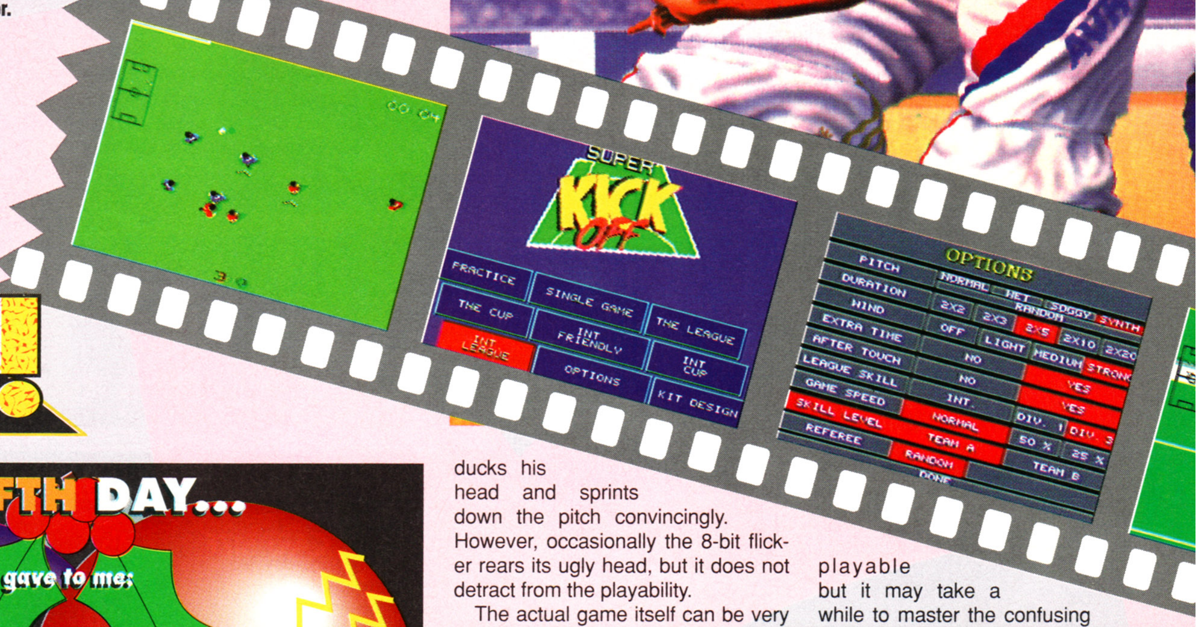
The recipe for this big licence was simple: take a stupendous Amiga game crammed with slick fast graphics and razor edge playability, then give the licence to one of the most respected and punctual software developers in the country for a top-notch conversion (and add a pinch of salt to taste).

Not having been sucked into the maelstrom of the Amiga frenzy, I felt that I could approach this game impartially, but it was clear to me from the very moment I ran onto the pitch that new ground had been broken in MS playability.

Tiertex have obviously gone hell for leather on the introduction, with impressive options and a colourful title screen. Altering parameters such as the weather, aftertouch and type of pitch made it much more realistic. The options also had a significant effect on play as I found out when a sure fire penalty was blown out of the stadium by a head wind. Almost all footy simulations suffer from stinted pitch action and a sad trickle of options that really don't alter the state of play. *Super Kick Off* rewrites the rules, now you are faced with a full capacity stadium of parameters to change and all I can say is, it's about time.

The pitch is huge and scrolling is amazingly fast for the MS; every well-animated sprite ducks his head and sprints down the pitch convincingly. However, occasionally the 8-bit flicker rears its ugly head, but it does not detract from the playability.

The actual game itself can be very playable but it may take a while to master the confusing



OPTIONS
PITCH: NORMAL, WET, SOGGY, RANDOM, SYNTH
DURATION: 2X2, 2X3, 2X5, 2X10, 2X20
WIND: OFF, LIGHT, MEDIUM, STRONG
EXTRA TIME: NO, YES
AFTER TOUCH: NO, YES
LEAGUE SKILL: INT., DIV. 1, DIV. 3
GAME SPEED: NORMAL, 50 %, 25 %
SKILL LEVEL: TEAM A, TEAM B
REFEREE: RANDOM
DONE

SEGA pro YO!

ON THE FIFTH DAY...

... of Christmas US Gold gave to me:

★ Your favourite football team's scarf and rosette, and a referee's whistle in a pear tree.

Peter "Balthazar" Hawthorn of US Gold then asked:
Who won the award for fair play at the last world cup?

A England **B** Argentina **C** Cameroon

See page 75 for more details and official competition entry form.

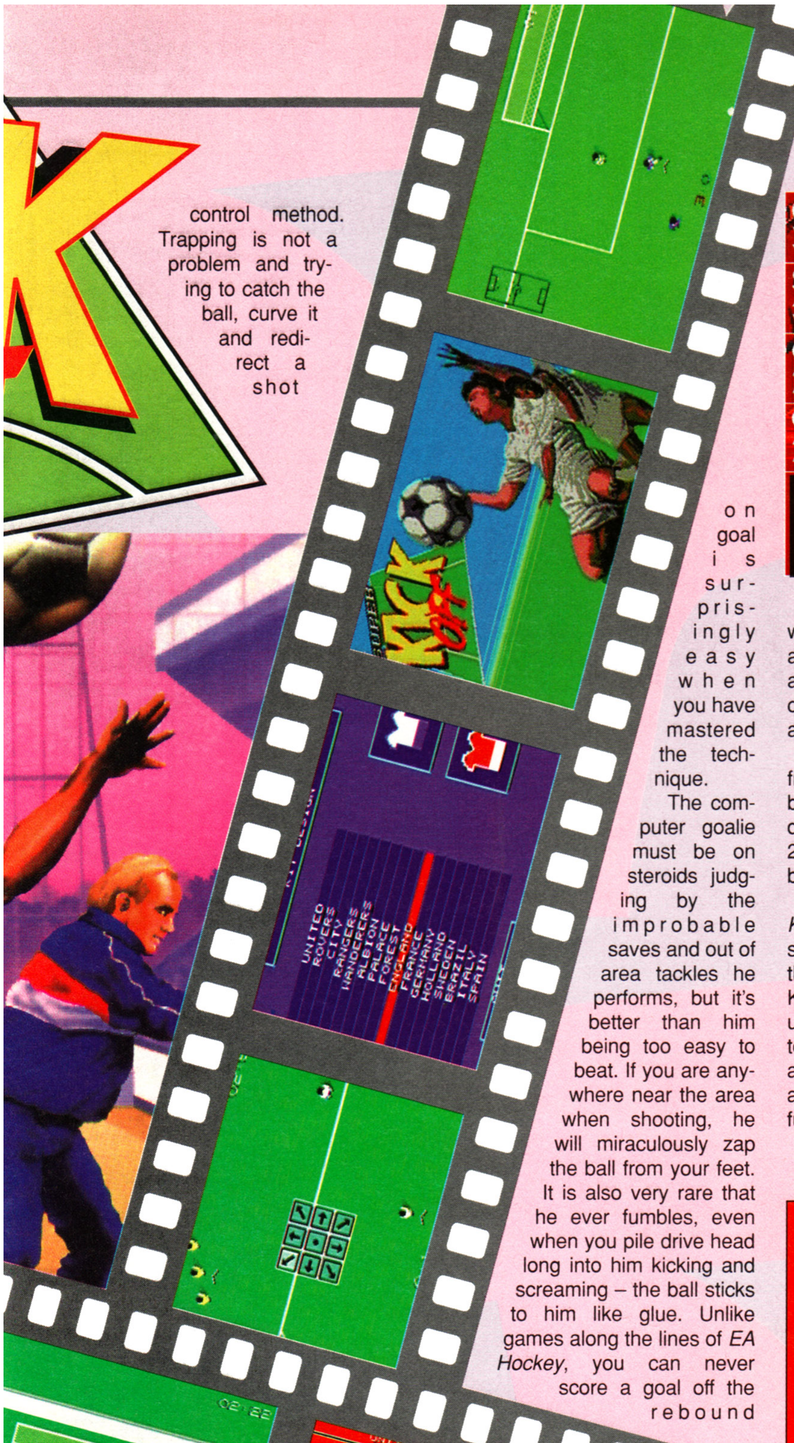
PROFILE

SUPER KICK OFF ● US GOLD ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	5 leagues
SKILL LEVELS	3
FEATURES	versus

SUPPLIER
US Gold
Unit 2/3 Holfrod Way
Holford
Birmingham
B6 7AX
☎ (021) 6253366

Let's hope the MD *Kick Off* is as amazingly playable as the MS version...



control method. Trapping is not a problem and trying to catch the ball, curve it and redirect a shot on goal is surprisingly easy when you have mastered the technique.

The computer goalie must be on steroids judging by the improbable saves and out of area tackles he performs, but it's better than him being too easy to beat. If you are anywhere near the area when shooting, he will miraculously zap the ball from your feet. It is also very rare that he ever fumbles, even when you pile drive head long into him kicking and screaming – the ball sticks to him like glue. Unlike games along the lines of *EA Hockey*, you can never score a goal off the rebound which can be frustrating. You are also prevented from tackling players after the whistle blows, which for cheating bruisers (you know who you are, Les) is a necessity.

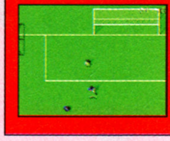
There also are some omissions from the original, the main ones being the action replays and victory dances, but this is purely due to the 2Mbit memory restrictions, I have been informed.

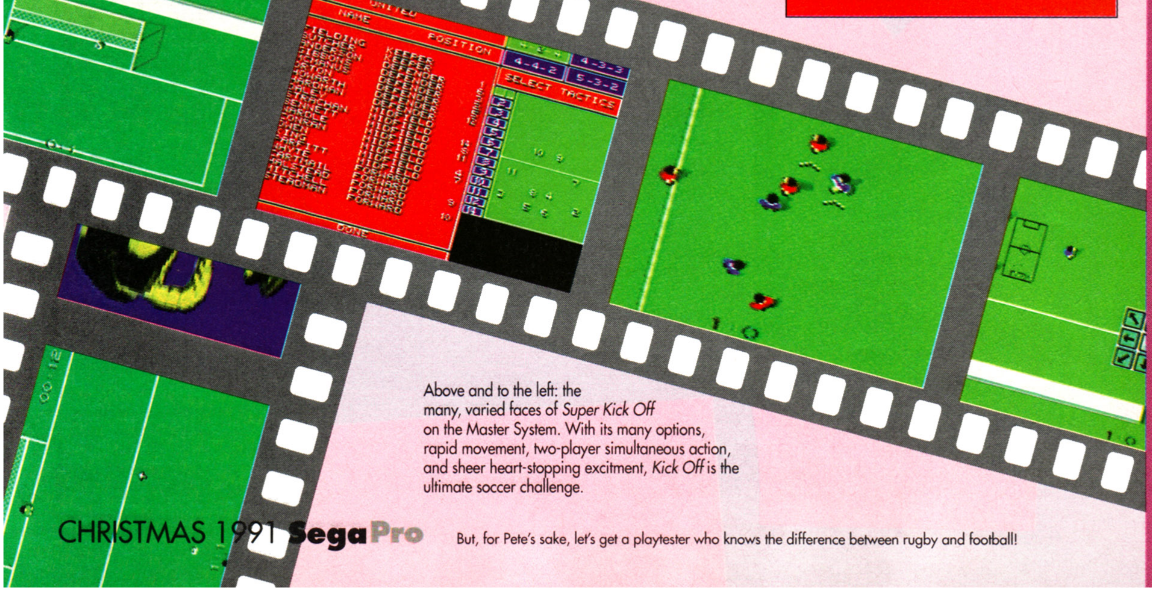
Despite some initial niggles, *Super Kick Off*'s outstanding playability shines through. I'm not convinced that it is the best version since Patsy Kensit but no-one can fault what an unbelievable job Tiertex have done to convert it. Well worthy of all the adulation, praise and awards it has already had and will receive in the future.

● **Heather P Trown**

GRAPHICS ▼ The scanner is a space waste – and is fixed. ▼ No animation on goal scorers.	**68**
SOUND ▲ Jolly footballing intro tune. ▼ Abysmal dribbling and kicking effects.	**49**
GAMEPLAY ▲ Excellent apart from the cheating keeper. ▲ More fun than you deserve.	**89**
CHALLENGE ▲ Frustrating, fast, fun – all at the same time. ▲ The machine plays a mean game.	**92**
It doesn't look or sound pretty, but it plays well and will hook you fron start to finish. **PROSCORE**	**90**

PROTIP Approach the goal without shooting and try to weave around the goalie. If you boot the ball directly at him, he will always save it, leaving you





Above and to the left: the many, varied faces of *Super Kick Off* on the Master System. With its many options, rapid movement, two-player simultaneous action, and sheer heart-stopping excitment, *Kick Off* is the ultimate soccer challenge.

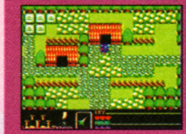
But, for Pete's sake, let's get a playtester who knows the difference between rugby and football!

GOLDEN AXE

BEAT-'EM-UP
MEGA DRIVE
91

Choose from three battle-hardened warriors in Sega's most triumphant walkalong and kick 'em out of the way game. Straight from the arcade machine come superb graphics, thumping sound and very addictive gameplay. The only trouble is, it's a bit too easy. Still, that never stops the fun... does it?

GOLDEN AXE WARRIOR



RPG
MASTER SYSTEM
63

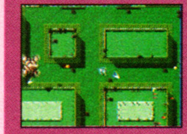
The world is under the threat of total domination by the notorious Black Adder. Hah, just checking you're still awake! It's Death Adder really. This is a strange RPG evolvement of the arcade machine, and is suited to people who people prefer *Gauntlet* to *Golvellius*.

GOLVELLIUS

ARCADE ADVENTURE
MASTER SYSTEM
84

Golvellius has sent seven of his most powerful and frightful demons to stop you and each is holed up in a cave somewhere in the valley. The caves will be revealed to you once you have killed a particular wild animal or picked up a certain object. Loads of playability and addictiveness in this game.

GRANADA



SHOOT-'EM-UP
MEGA DRIVE
73

Jump into a 20 tonne tank in this multi-directional shoot-'em-up from Wolfteam, the prolific action developers from Japan. The war is viewed from above which makes the whole thing seem just like a normal Jap shoot-'em-up. Still, the strange terrain adds to the atmosphere.

GREAT BASEBALL

SPORTS GAME
MASTER SYSTEM
74

Learn all the batting and pitching moves to become a true master of this game. It may be old, crinkly and hairy, but it is still highly playable. Graphics and sound are good for the Master System and it is still on its own in the field (groan).

NINJA GA

Trained in a mountain stronghold by the four great ninjas – Sword, Stick, Shaft and Daw – you, Ryu, were qualified to become one of The Hand, a band of mercenary ninjas each a master of their art.

Faced with becoming a paid killer pursued by bounty hunters world-wide and hated by all save your own kind, you decided to put your skills to better use. You vow to destroy the many drug dealers and murderers which have set up in your city with the intention of poisoning it with their black market goods. You creep towards the dock area poised to deal death. You remember the first order of the ninja: leave nothing living for the living can seek revenge. You leap to your destiny…

NINJA GAIDEN
忍者外伝
TM
1 PLAYER
SEGA
ゲームギア
専用ソフト
GAME GEAR

Surprise, surprise there's a Japanese version. It contains Japanese text, but this does not detract from the gameplay. It also comes with an excellent colour-packed inlay to explain the game pictorially. You can get it from Console Concepts at *The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB*. Tel: (0782) 712759. Ninja enrollment fee, just £24.

Astounding. Is this really on the Game Gear? Never before have I seen such graphics or heard such sound on the hand-held. Whoever said the Game Gear suffered with a tinny speaker and poorly defined graphics had never envisaged *Ninja Gaiden*. In fact the graphics knock *Rastan Saga* out of the ball park with more colours and laser-fast animation that keeps the action mind-blowingly furious.

But this little beauty isn't all in-game fun, plenty of time has been spent on the presentation, too. When you switch on, the title screen oozes down from the top to form the logo creating a ghostly effect. The options are brief, with you only able to enter a password which is given at the end of each of the four levels. A difficulty level and perhaps even continues or lives settings are expected, yet sadly missing.

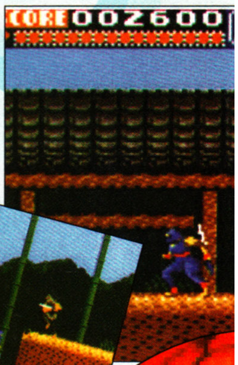
PROTIP ***Ninja Gaiden*** **is pretty easy – the SegaPros completed it within a couple of hours' play – but here are three of the four level codes if you're really stuck. The final code will be printed next issue.**

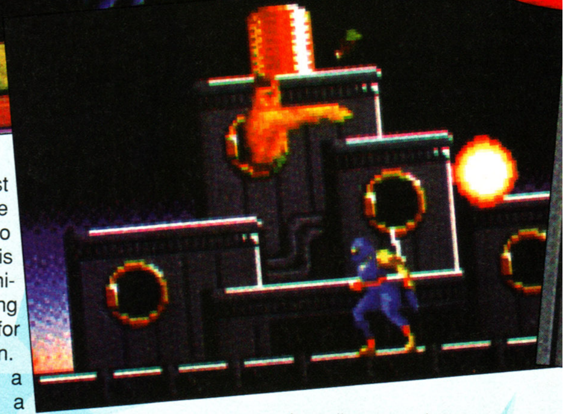
Level two: GIDEN
Level three: NINJA
Level four: DRGON

So what's so good about *Ninja Gaiden*? Well, the graphics are clear and original as well as being super fast and well-animated. The central ninja character is razor sharp and swipes his bushido in deadly arcs; anything that gets within range is instantly sliced and diced. You can also perform a number of other nimble moves such as death-defying leaps across impossible chasms and scaling slippery walls using Ryu's steel claws.

Every level has had a great deal of time spent making it original and worth reaching. A good example is the sky scraper on level three that has you climbing up the outside to reach Mister Big. Not only do you have to leap from building to building to get the bonuses and avoid the falling debris, but you must also fight karate experts in mid-air to survive. This level is ingenious and culminates in you breaking into the penthouse for the final confrontation.

A fat guy with a spiked club and a machine gun-toting mafioso are among the ranks of distinguished guardians who will quite happily slay any novice ninjas looking to be heroes. My favourite unstoppable killing machine was the level four magician with his energy hands that electrify your nervous system. Sweat will drip from





Ahoy me hearties! Level two's smugglers tug boat is a hive of enemy activity. As well as a bottle throwing pirate, you also have to dodge the firey emissions of the smoke stack.

IDEN

PROFILE

NINJA GAIDEN ● SEGA ● £24.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	4
SKILL LEVELS	1
FEATURES	password

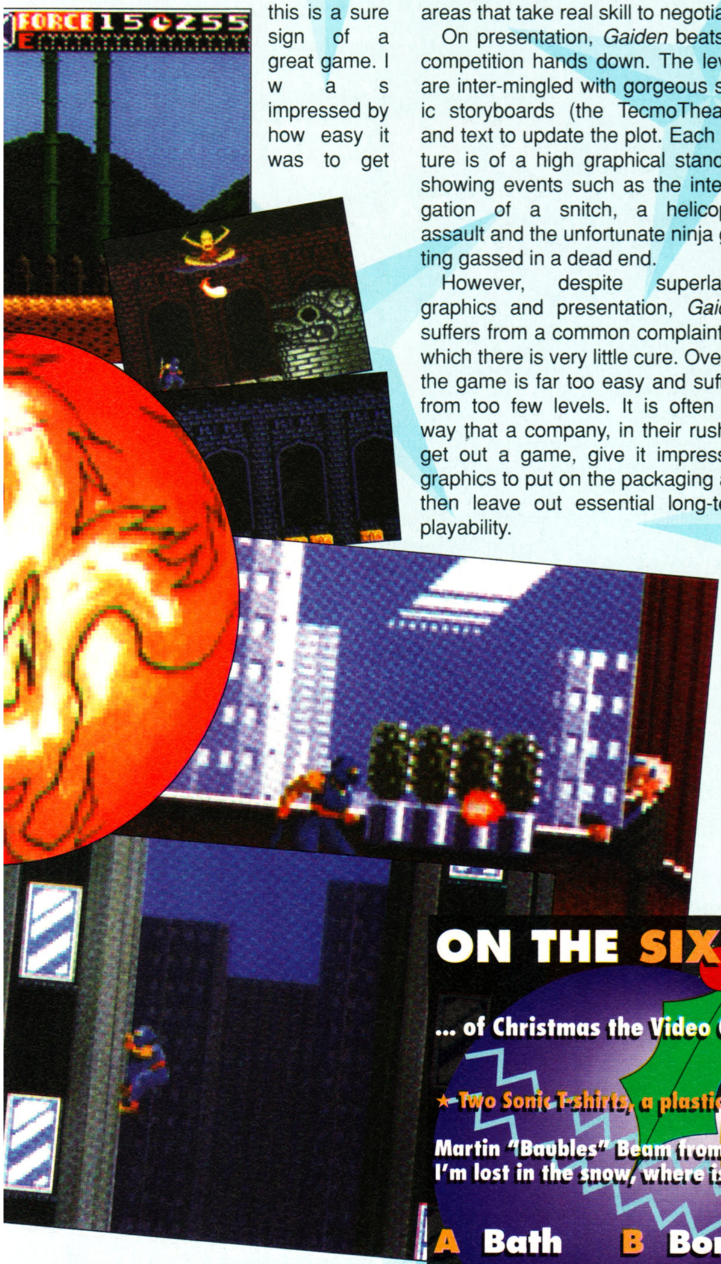
SUPPLIER
Sega Europe
16 Portland Road
London
W11 4LA
✆ (071) 7278070

from your palms after an intense playing session on *Ninja Gaiden* and this is a sure sign of a great game. I was impressed by how easy it was to get into the game; the first levels presenting no real test, giving way to the formidable skyscraper and column areas that take real skill to negotiate.

On presentation, *Gaiden* beats all competition hands down. The levels are inter-mingled with gorgeous static storyboards (the TecmoTheatre) and text to update the plot. Each picture is of a high graphical standard showing events such as the interrogation of a snitch, a helicopter assault and the unfortunate ninja getting gassed in a dead end.

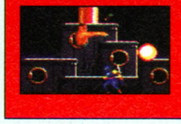
However, despite superlative graphics and presentation, *Gaiden* suffers from a common complaint for which there is very little cure. Overall, the game is far too easy and suffers from too few levels. It is often the way that a company, in their rush to get out a game, give it impressive graphics to put on the packaging and then leave out essential long-term playability. this is the main fault of *Ninja Gaiden*; with only four levels, the challenge is severely limited and this ruins what would have otherwise been a Game Gear ProYo!

● Damian "Electra" Butt



Attacking you on this skyscraper level are such diverse enemies as furniture lobbing maniacs, karate chopping henchmen and trained eagles. Survive by leap buildings.

PROTIP To kill the smugglers on the boat at the end of level two, stay on the lower level and do not jump to reach the guys in the upper portholes. Avoid the balls of steam from the funnel and concentrate on the two lower guys who can be easily dealt with – but watch out for the grenade.



GRAPHICS	▲ Excellent sprites and fast animation. ▲ Levels are colourful and varied.	87
SOUND	▲ Moody tunes that wash over you. ▲ Great splash sounds.	80
GAMEPLAY	▲ Fun to play and easy to master. ▲ Lacking levels.	79
CHALLENGE	▲ Last three guardians can be tough. ▲ Too few levels make it quick to complete.	54
PROSCORE	Great to look at and play but not very difficult. You have been warned!	71

ON THE SIXTH DAY...

... of Christmas the Video Game Centre gave to me:

★ Two Sonic T-shirts, a plastic MD case and any game in a pear tree.

Martin "Baubles" Beam from the Video Game Centre then asked: I'm lost in the snow, where is my shop?

A Bath **B** Borth **C** Bournemouth

See page 75 for more details and official competition entry form.

A: Double Glaiz'in.(?)

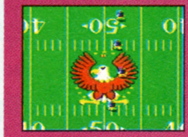
THE A-Z OF SEGA GAMES

GREAT BASKETBALL

SPORTS GAME
MASTER SYSTEM
68

Not as graphically attractive as the great *Basketball Nightmare*, but probably a more accurate portrayal of the sport. As with most other sports games it really comes into its own in two-player mode. At the end of the day you've got to decide whether it's reality or playability you're after.

GREAT FOOTBALL



SPORTS GAME
MASTER SYSTEM
70

Can't compare to the likes of *Joe Montana* or even the playable *American Pro Football*, but it is still an adequate footy game. The graphics may look dated but it is still good fun to play. If you can't wait for the likes of *Joe Montana* then it might be worth giving this one a go.

GREAT GOLF

SPORTS GAME
MASTER SYSTEM
63

This is a very old game now, and as such will suffer with *Leaderboard* which is about to be released. Average graphics and sound don't help to boost its rating but it is very old so you can't expect much. If you're in to collecting, then – and only then – consider this.

GREAT VOLLEYBALL

SPORTS GAME
MASTER SYSTEM
71

A reasonable portrayal of the ever popular sport. Two players can combine to fire up the action a bit as it is rather too easy in one player mode. Let down a bit by the sound, but it is still very playable. Like many Master System games it's showing its age. Perhaps in its day it lived up to its name – not today though.

GRIFFEN

SHOOT-'EM-UP
GAME GEAR
86

Another brightly coloured shoot-'em-up – this time the action takes place on a vertically-scrolling playfield. Big bright sprites and addictive gameplay make this a great game. The compelling idea of a mixture of airbourne and ground missions add to what is a tank-busting extravaganza.. There are also some foxy statics to spur you on, too.

RAMPART

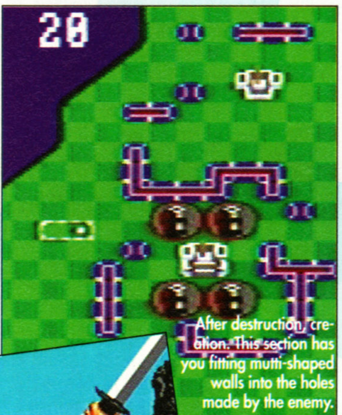
BOOM! The roar of the cannons is all that can be heard as your castle crumbles into dust. Your opponent across the river laughs as his mighty guns rain down, decimating the other isle.

Your puny weapons have only scratched his walls, certainly not enough to warrant rebuilding. Maybe you should try a Skud? As you evacuate the ruins, your eyes seethe with anger and you vow revenge.

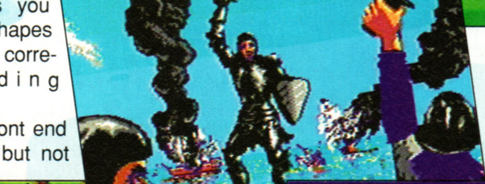
After a dodgy period in the arcades, which left many wandering if their ten pees had been well spent, Rampart builds its walls around the humble Master System. The idea is incredibly simple: find a castle, place your cannons and blast him before he blasts you.

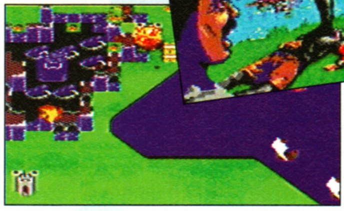
With Rampart representing Domark's first Tengen Europe conversion, expectations are high. The question is whether or not Rampart will set the standard for further releases on this label?

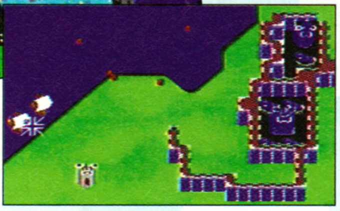
As with all addictive puzzle games, the key is gameplay and not what hits you between the eyes and ears. Previous brain teasers such as *Klax, Blockout* and *Columns* all relied on fiendish ideas to carry the game, *Rampart* hopes to do the same. The concept of one-on-one destruction is instantly appealing and will bring out the sadist in everyone. But *Rampart* also draws on popular tried-and-tested techniques, such as the rebuilding sequence that has you fitting shapes into corresponding holes.

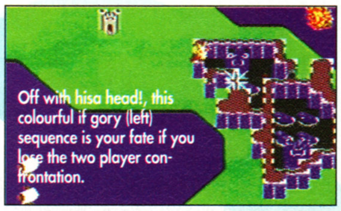


After destruction, creation. This section has you fitting mutti-shaped walls into the holes made by the enemy.

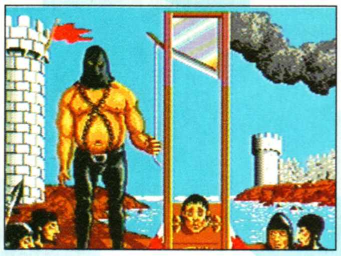




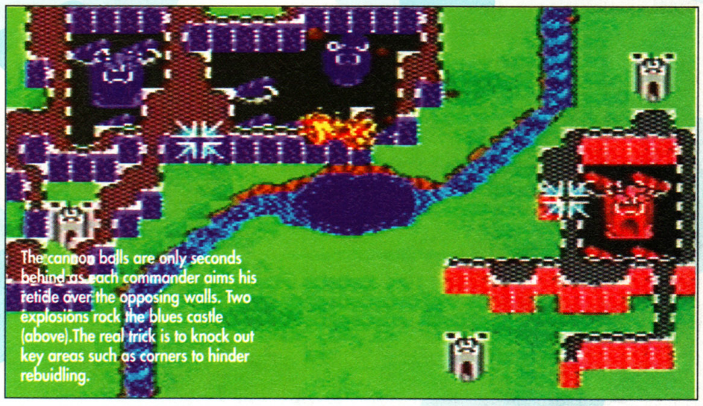




Off with hisa head!, this colourful if gory (left) sequence is your fate if you lose the two player confrontation.



The front end is good but not overly polished, which was disappointing. With the extra memory that must have been saved on graphics, the initial impression could have been improved significantly. Instead, all you are given is a plain title screen and sparse options that do not do the game justice.



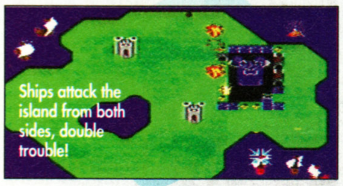
The cannon balls are only seconds behind as each commander aims his reticle over the opposing walls. Two explosions rock the blues castle (above).The real trick is to knock out key areas such as corners to hinder rebuidling.

The action is fast and fun, but lacks the nail-biting pace of its cabinet counterpart. The loss of the trackball means the cursor crawls sluggishly across the screen in order to aim the cannons. The whole point of the ball was so that the fastest hand could draw first blood. Unless one player has sudden paralysis, you both have the same chance and this is not very satisfying because it makes the game seem slower than it actually is.

In two-player mode, *Rampart* excels. All the action of the original has been expertly captured to provide a game with long-lasting appeal and constant competition. The tension is heightened by the shortage of space in which to build and the strict time limit. This is the essence of *Rampart*'s gameplay and it is also what makes it so enjoyable.

With average graphics and severely limited sonics, *Rampart* won't win best-looking game. However, this deceptive facade hides addictive gameplay that will keep you coming back for more.

● **Damian "breach" Butt**



Ships attack the island from both sides, double trouble!

GRAPHICS 58
- ▲ Detailed cannons and explosions.
- ▲ Blocky and repetitive with no title screen.

SOUND 23
- ▲ Dire effects.
- ▲ No tune or hearty anthems.

GAMEPLAY 85
- ▲ Infuriatingly addictive.
- ▲ Sadistic in the extreme.

CHALLENGE 82
- ▲ Guarantees panic every game.
- ▲ Action gets repetitive in one-player.

An instantly appealing conversion, and hopefully a sign of things to come from Domark.

PROSCORE 81

PROFILE

RAMPART ● TENGEN ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	10
SKILL LEVELS	3
FEATURES	teamplay

SUPPLIER
Domark Software
Ferry House
51-57 Lacy Road
Putney
London SW15 1PR
✆ (081) 7802222

PROTIP In one-player mode, shoot the fire ships first as they do the most damage. In two-player, try to take out single sections close to corners or up against the water as it makes rebuilding a real bind and wastes the enemy's time.

TV GAMES ARE OFFICIAL UK STOCKISTS AND GIVE OFFICIAL UK GUARANTEES

NINTENDO

INC. MARIO BROS
FROM £79.99
FREE GAME CARD SQUARE
FREE HEADPHONES

ALL THE TITLES
150+ NINTENDO GAMES IN STOCK
FROM £20.50

MEGA DRIVE

INC. SONIC THE HEDGEHOG
FROM £129.99
FREE GAME CARD SQUARE
FREE HEADPHONES

ALL THE TITLES
250+ MEGA DRIVE GAMES IN STOCK
FROM £29.99

MASTER SYSTEM II

SEGA
Master System II

INC. ALEX KIDD
FROM £59.99
FREE GAME CARD SQUARE
FREE HEADPHONES

ALL THE TITLES
400+ MASTER SYSTEM GAMES IN STOCK
FROM £9.99

FREE GAME CARD SQUARE WITH EVERY GAME YOU BUY

SUBJECT TO AVAILABILITY WE STOCK EVERY GAME THAT IS MADE

TRY BEFORE YOU BUY ANY GAME OR SYSTEM AT OUR SHOP

GAME BOY

£70.99
INC TETRIS
HEAD PHONES
LINK CABLE
BATTERIES

WHOLE RANGE OF GAMES AVAILABLE

LATEST GAMES

MEGADRIVE
IMMORTAL
F-22 INTERCEPTOR
TOEJAM & EARL
ROBOCOD
HARD DRIVING
MARBLE MADNESS
JOHN MADDEN'S 92
LAKERS V CELTICS
DONALD DUCK
GOLDEN AXE 2
SPEEDBALL 2
XENON 2
MERCS
FIRE SHARK
WRESTLE WARS
JEWEL MASTER
ALIEN STORM
BONANZA BROS
M-1 ABRAMS TANK
688 ATTACK SUB

MASTER SYSTEM
CHESS
MERCS
OUTRUN EUROPA
FLINTSTONES
ASTERIX
KLAX
XENON 2
HEROES OF THE LANCE
BUBBLE BOBBLE
BACK TO THE FUTURE 2
DRAGON CRYSTAL
SUPER KICK OFF
MERCS
LEADERBOARD GOLF
GHOULS N GHOSTS
G-LOC

NINTENDO
SUPER MARIO III
SIMPSONS
W.W.F.
GOAL
ROLLER GAMES
BOULDER DASH

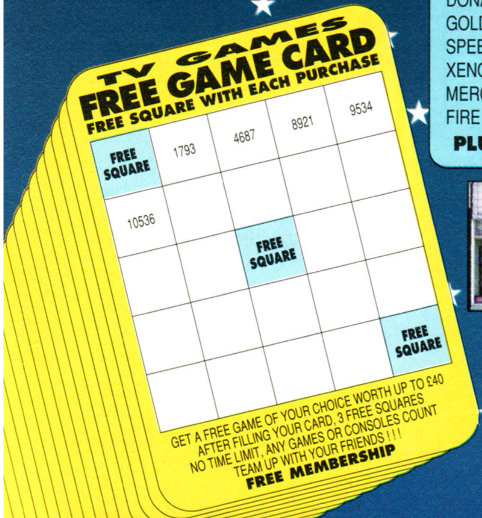
GAME BOY
NAVY SEALS
NEMESIS
GHOSTBUSTERS II
OTHELLO
HAL WRESTLING
GREMLINS II

GAME GEAR
PUTTER GOLF
LEADERBOARD GOLF
SONIC THE HEDGEHOG
DONALD DUCK
GOLDEN AXE II
NINJA GAIDEN
HALLEY WARS

PLUS MANY MORE !! PHONE FOR DETAILS AND RESERVATIONS

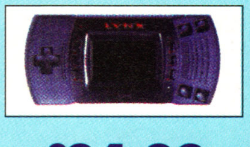
GAME GEAR

£99.99
FREE GAME CARD SQUARE
FREE HEADPHONES
WHOLE RANGE OF GAMES AVAILABLE


TV GAMES
FREE GAME CARD
FREE SQUARE WITH EACH PURCHASE
FREE SQUARE
1793
4687
8921
9534
10536
FREE SQUARE
FREE SQUARE
GET A FREE GAME OF YOUR CHOICE WORTH UP TO £40
AFTER FILLING YOUR CARD, 3 FREE SQUARES
NO TIME LIMIT, ANY GAMES OR CONSOLES COUNT
TEAM UP WITH YOUR FRIENDS !!!
FREE MEMBERSHIP

T.V. GAMES
THE SEGA SHOP

ATARI LYNX II



£84.99
INC FREE HEADPHONES
WHOLE RANGE OF GAMES AVAILABLE

MAGAZINES/BOOKS

SEGA SOLUTION	9.99
SEGA PRO	1.95
SEGA POWER	1.75
MEAN MACHINES	1.75
ACE	1.80
C+VG	1.40
MEGATECH	1.95

BACK ISSUES ☎

ACCESSORIES FOR ALL CONSOLES

ARCADE POWERSTICK
CONTROL PADS
PYTHON 1,2,3 JOYSTICKS
CARRY/KIT CASES
CLEANING KITS
BATTERIES
BATTERY CHARGERS
HEADPHONES
MAINS ADAPTORS
AND MUCH MORE IN STOCK, PLEASE PHONE FOR DETAILS!!

PHONE NOW!!
ORDER HOTLINE
081 786 7816

TV GAMES (MOB 0831 520474) FAX 081 786 7192
11 CASTLE PARADE, EWELL BY-PASS, EWELL, SURREY KT17 2PR

JOHN MADDEN FOOTBALL '92

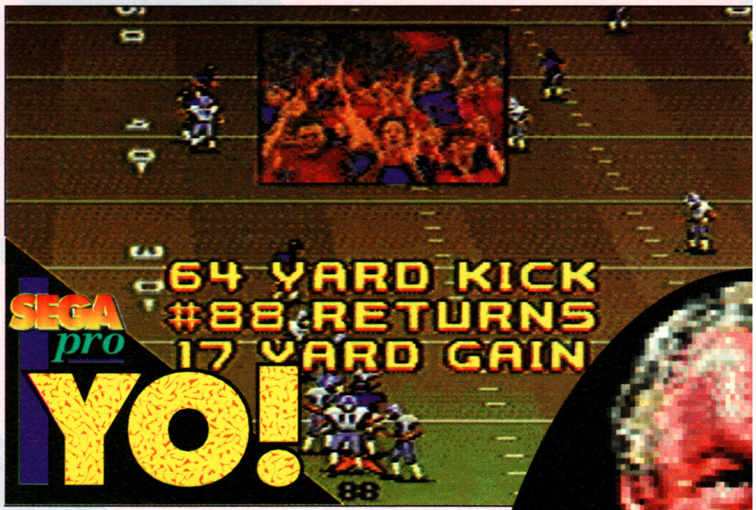
MEGA DRIVE

They said it couldn't be done but EA have brought out a sequel to John Madden Football that has improved on the original. The name of the game is touchdowns, and plenty of them. You get to your opponent's "end zone" to score by gaining yards up the pitch. You have four chances, or downs, to gain ten yards before the ball is turned over to your opponent.

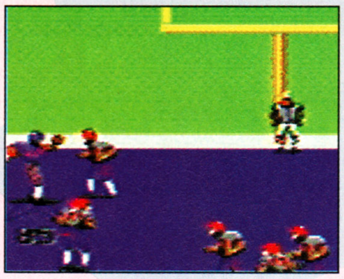
American football is like all US sports. To a complete novice watching, it may seem very complicated and hard to grasp, but in fact the game is stupidly simple to anyone who knows just a few simple rules. And JMF92 is simpler than most Am footy sims; a play will be entirely computer controlled until you decide to chance its course. That way, if things get too daunting for you to take control, the computer will do all the work for you. (But, of course, a computer is generally predictable, while a sneaky opponent can never be foreseen.)

Being a Montana fan , I was not convinced that *JMF* was the most realistic American football simulation. Now *JMF92* is out on the field, I find myself eating my own words. The sequel is everything that the original was, but much more. Right from the outset, you can see the strong similarities between *JMF92* and *EA Hockey*. Indeed they are the first two games to specifically adhere to the rules laid down by the EA Sports Network charter (see ProNews#1). *EA Hockey* has never even made it to the SegaPro software library – a testament to its lastability – so I knew already that I was in for a treat when *JMF92* displayed the same comprehensive front-end with loads of excellent options and teams.

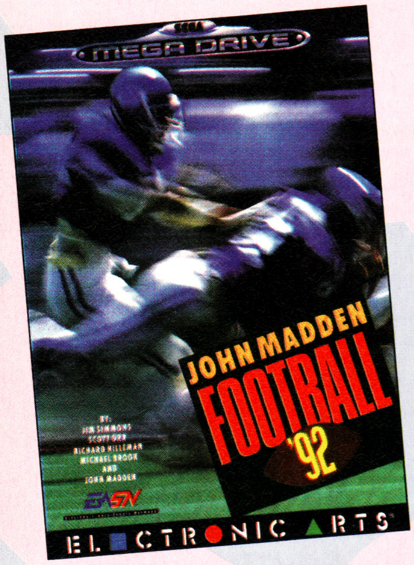
What I found refreshing were the original pitch conditions and venue options. You can, for example, play in or outdoors and



The crowd are on their feet – they enjoyed your 17 yard gain after the opposing team punted a very respectable 64 yards. Whatever you do, don't be tempted to let loose with fists, feet or tackles after a major play or you could be done for unsportsmanly conduct. And that could mean a lose of 10 yards – ouch!



PROTIP Try to perfect your passing game as you won't progress very far by rushing. If you need just a couple of yards for the first down, use the quarterback sneak and dive forward to pierce through the defense.



PROFILE

JM FOOTBALL '92 ● EA ● £39.99 ● OUT NOW		
CART SIZE	6Mbit	SUPPLIER
PLAYERS	2	Electronic Arts
STAGES	n/a	Langeley Business Centre
SKILL LEVELS	30	11-49 Station Road
FEATURES	teamplay	Langeley, Nr Slough
		Berkshire SL3 8YN
		✆ (0753) 549442

Only whimps choose John Madden's select team everytime.

ATLANTA
AT
SAN FRANCISCO

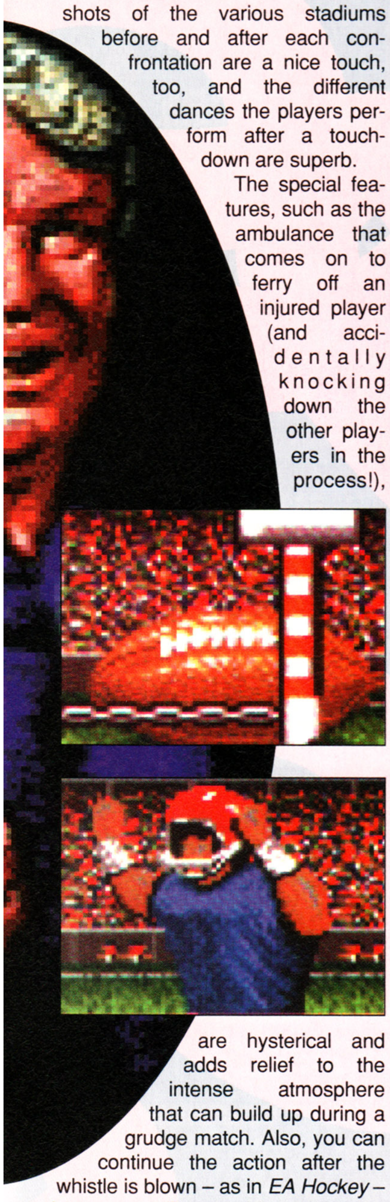
BUFFALO
AT
NEW YORK

ATLANTA
AT
SAN FRANCISCO

on turf or grass with a choice of weather conditions ranging from snow to wind and rain. This helps create the atmosphere, and when you've experienced a play-off during a snow storm you will know what I mean.

There are some wicked sound effects, such as the bone-crunching tackles and crowd cheers. The static shots of the various stadiums before and after each confrontation are a nice touch, too, and the different dances the players perform after a touchdown are superb.

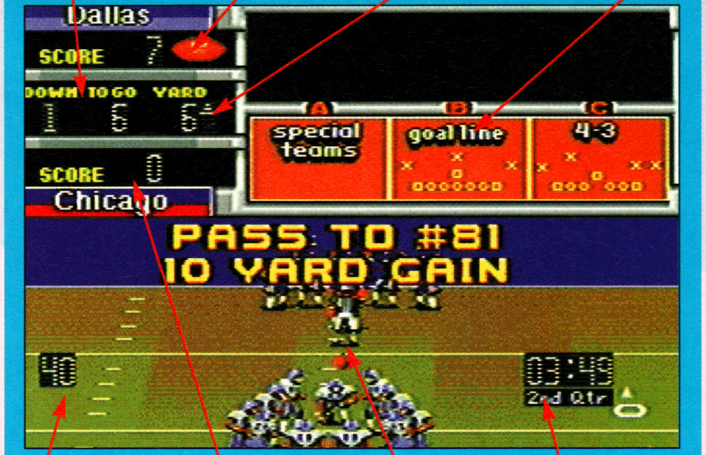
The special features, such as the ambulance that comes on to ferry off an injured player (and accidentally knocking down the other players in the process!), are hysterical and adds relief to the intense atmosphere that can build up during a grudge match. Also, you can continue the action after the whistle is blown – as in *EA Hockey* – but you will get blown up for unsportsman-like conduct if the ref catches you.



Where *JMF92* really excels is in the actual match action. The players are all well detailed and colourful, and move with incredibly smooth animation. If they were lifeless jerky dolls, you wouldn't feel you were achieving anything when you avoided a tackle or completed an 80-yard pass. The computer opponents are tough, with some gaining possession for most of the match. *JMF92* will certainly not be beaten overnight.

JMF92's simplicity is its strong point. There's no doubting this game's depth and realism, but the way anyone can pick up the joypad and play the game straight away is amazing. If you haven't got the original, this is an essential purchase. If you have got it, then you'll probably have bought the sequel before you'd read this review...

● **Damian "pass the" Butt**



The offense down and number of yards to go.

Dallas have seven points on the score board.

Only six yards to go for a touchdown – easy!

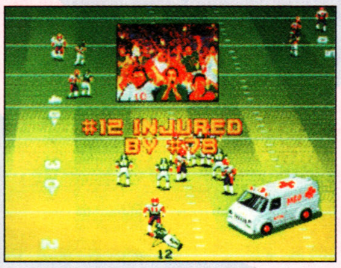
The defence selection menu. Goal line is the best choice.

You have 40 seconds to make the play before a penalty.

Oh dear, late in the second quarter and Chicago have zilch.

The ref calls the shots and determines legal plays.

You're in the second quarter and 3:49 remains on the clock.



What a nightmare – your quarterback has been seriously injured after being sacked during the previous play. On comes the ambulance to whisk him away. The animated sequence is hilarious as the amulance ploughs through any players that happen to be in the way, thus causing even more injuries.

GRAPHICS 92
▲ Great statics and colourful Teams.
▲ Many frames of silky-smooth animation.

SOUND 83
▲ Clearly defined speech from the quarterback.
▲ Effects consist of grunts and crowd jeers.

GAMEPLAY 94
▲ Knowledge of AF not necessary to play.
▲ Excellent multi-player action.

CHALLENGE 92
▲ Too many situations to be repetitive.
▲ Put up or shut up!

JMF '92 improves on what was a fantastic original – it's the ultimate sports game.

PROSCORE 93

ON THE SEVENTH DAY...

... of Christmas Electronic Arts gave to me:

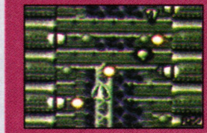
★ Ten T-shirts and ten games in a pear tree.

Simon "Blitzen" Jeffrey from Electronic Arts then asked:
How big is the James Pond II cart?

A 2Mbit B 4Mbit C 6Mbit

See page 75 for more details and official competition entry form.

HALLEY WARS



SHOOT-'EM-UP
GAME GEAR
94

A brilliant shoot-'em-up. Very fast action with some wery big and powerful power-ups. Super graphics and sound effects make this a wonderful game. The five levels are very different and require special tactics to finish.

HANG-ON

SPORTS GAME
MASTER SYSTEM
78

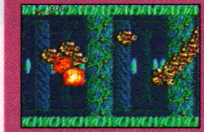
Relatively fast moving action in which you race around tracks trying to knock up record times. Without some of the nice touches of the Mega Drive version, but still a damn fine racing game – very playable. You'll certainly need to be full in your seat to play this one.

HARD DRIVIN'

DRIVING SIM
MEGA DRIVE
79

The definitive 3-D racing game. Very easy to complete but quite good fun to play, with loads of stunts to pull in the car. There's only one track, but you can choose to take the stunt route or speed course. Easy but addictive. And there's always the Phantom Photon to beat – and beome if you're good enough.

HEAVY UNIT



SHOOT-'EM-UP
MEGA DRIVE
79

Change the form of your ship to adapt to the environment and the enemy. Five levels of action. Big colourful graphics with average sound. A good buy that's guaranteed to keep your trigger finger happy and your brain ticking over as you decide the best strategy to take on your opponents.

HEAVYWEIGHT CHAMP

SPORTS GAME
MASTER SYSTEM
79

You have to fight your way through four other contenders to reach the champ himself. While this sounds easy enough, your opponents are very demanding and will have you out of the ring before you know it. The action can get repetitive, but then again in a boxing game you have to expect that.

Coincidentally, Les only ever plays with the All Maddens...

"28, 42, 38. Hut! Hut! Hut!" Sorry about that traditional start to an American football review, but good old Joe is a traditional sorta guy. Now "smokin'" Joe Montana has made the final transition any Sega star can make, he is now a big boy on the small screen. For those readers in an area of the UK that still can't receive Channel 4, Joe Montana is the star quarter-back of the San Francisco 49ers, one of the top American football teams. So loosen up your throwing arm, hold on tight to your balls and prepare to plot your course through the season to your final goal, the Super Bowl. You can take control of any team you like – although if you're in charge of the Indianapolis Colts, you'll have more chance of finding the Holy Grail than the Super Bowl.

Joe Montana FOOTBALL

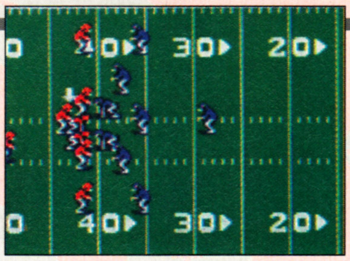
You start with a picture of the main man himself introducing his latest incarnation to sports game-starved Game Gear owners. And the picture of Joe is excellent, putting to shame any Lynx stuff you may have seen. These intricate graphics are used throughout the game and add real polish to what was originally quite a bland game on the Master System.

Strangely, the action is viewed on a horizontally scrolling screen as opposed to the vertical style of Madden and Ditka. The players are small, yet not swamped by the large grassy area in which the lie. The ultimate test of whether they are big enough comes when you take control of the players. When the ball is passed back to your quarterback and he starts to move (under your control), you do actually feel that it is you controlling the man, more so than any other footy game. It is this feeling of control that makes Joe Montana Football better than most footy games.

With the superb playability already there, the sound and graphics just add to the atmosphere. There are some marvellous close-up graphics displayed when you score a touchdown, but the sound consists of little more than a few whistles and beeps, and a poor title tune.

Okay, so this may be a direct port from the Master System version, but that doesn't matter; the Game Gear was crying out for an American football game and the fits the bill perfectly. (Incidentally, the two-player versus game is great fun if you can afford the lead and two carts.)

● Les "jock strap" Ellis



If Subbuteo ever come up with a table top version of American football, all you have to do is line the players up and when the whislte blows slam them into each other.

GRAPHICS 84
- ▲ Ace title screen and playbook graphics.
- ▲ Compact but realistic animation.

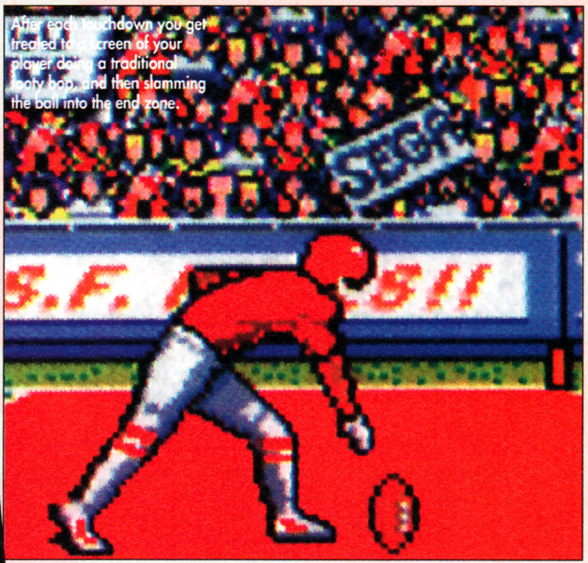
SOUND 69
- ▲ Crowd and tackle effects are neat.
- ▲ Poor title tune.

GAMEPLAY 87
- ▲ Accurate translation with loadsa moves.
- ▲ Easy to use, fun to play.

CHALLENGE 86
- ▲ Skill levels are perfectly pitched.
- ▲ It's tough to make it at the top.

The best – and at present only – American football title for the Game Gear.

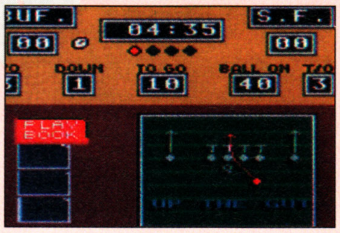
PROSCORE 85



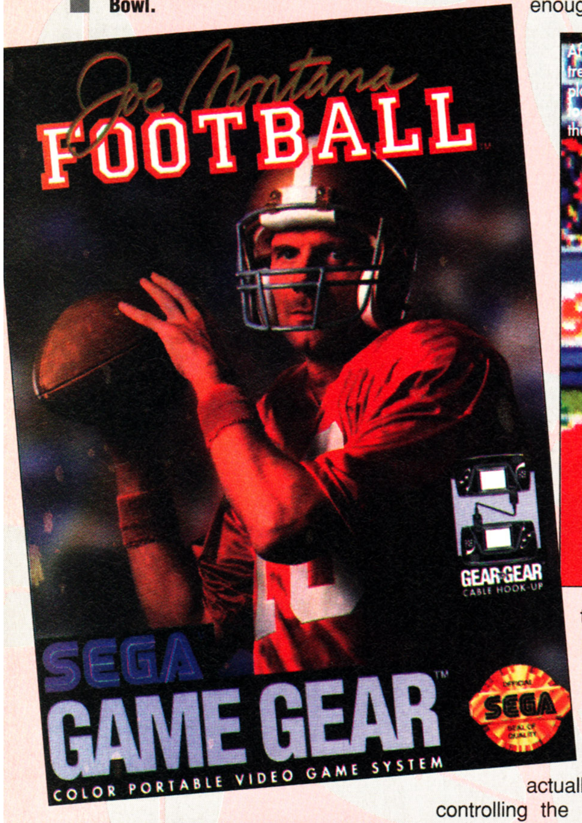
After each touchdown you get treated to a screen of your player doing a traditional footy bop, and then slamming the ball into the end zone.

PROTIP When the playbook is displayed, study the diagram carefully. It will help you realise where all your players will be if you need to change the man you're controlling in a hurry.

40
30
2
40
30
2



Study the playbook, or if you can't be bothered just do what Joe tells you to, after all he is supposed to be the expert on these things.



The American version of Joe Montana Football is available under the same name, so if you fancy throwing some touchdown passes you can get hold of this from KC's Computer and Console Magic, 3 High Street, Loughborough, Leicestershire. Tel: (0509) 211799. Joe's tutoring fee is just £24.

PROFILE

JOE MONTANA FOOTBALL ● SEGA ● £24.95 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	n/a
SKILL LEVELS	3
FEATURES	link-up

SUPPLIER
Sega Europe
16 Portland Road
London
W11 4LA

✆ (071) 7278070

CONSOLE CONCEPTS

A DIVISION OF P.C. ENGINE SUPPLIES

Mail Order address
Console Concepts
The Village
Newcastle-u-Lyme
Staffs ST5 1QB
(0782) 712759

SHOP HOURS (DEC)
Sat/Weekdays 9.00 - 5.30pm
Thursdays 9.00 - 5.00pm
LATE NIGHT WEDNESDAYS OPEN TILL 9PM

XMAS ORDER LINE 0782 712759 9am - 6.30pm (3 lines)
EVENING HOTLINE (STRICTLY ORDERS ONLY) 0782 213993 6.00pm - 8pm

MEGADRIVE TV VERSION

RUNS ALL GAMES
JAP/UK/USA
JOYPAD,POWER SUPPLY.
FREE SONIC HEDGEHOG
OR ANY GAME UP TO £31
FREE DUSTCOVER
FREE STEREO HEADPHONES
12 MONTHS GUARANTEE

£135.00+P+P
NEXT DAY DELIVERY

XMAS PACK SPECIAL MEGADRIVE TV VERSION

FREE ALIEN STORM
FREE OUTRUN
FREE MAGICAL HAT
FREE STEREO HEADPHONES
FREE DUST COVER
12 MONTHS GUARANTEE
FREE £10.00 WORTH OF MONEY OFF VOUCHERS INCLUDED

£170.00+P+P
TOTAL SEPARATE SELLING PRICE
£190.00 + P+P

MEGADRIVE TV VERSION DELUXE PACK

RUNS ALL GAMES JAP/UK/USA
JOYPAD,POWER SUPPLY.
+ 2 FREE GAMES OF YOUR CHOICE
UP TO £31 EACH
FREE STEREO HEADPHONES
FREE DUSTCOVER
FREE EXTRA JOYPAD
FREE DELUXE CARRY CASE
(Holds Mega Drive, Games, Power Supply etc)
12 MONTHS GUARANTEE

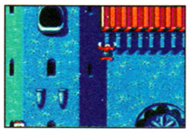
£190+P+P
NEXT DAY DELIVERY

BARE KNUCKLE
MEGA DRIVE

DEVIL CRASH
MEGA DRIVE

RUNARK
MEGA DRIVE

QUACKSHOT
MEGA DRIVE



JAMES POND
MEGA DRIVE

SEGA MEGADRIVE

BARE KNUCKLE (US)	£38.00
E/A ICE HOCKEY(UK)	£38.00
QUACKSHOT	£36.00
EL VIENTO	£34.00
DEVILS CRASH	£34.00
MERCS II (COMMANDO II)	£34.00
RUNARK (GROWL)	£34.00
MARVEL LAND	£34.00
STREET SMART	£31.00
ROBOCOD	CALL
ROAD RASH(UK)	£38.00
STAR FLIGHT(UK)	£45.00
SHINING IN DARKNESS(UK)	£55.00
TOE JAM AND EARL(UK)	£38.00
SPIDERMAN(UK)	£38.00
THE IMMORTAL	£38.00
SONIC HEDGEHOG	£31.00
ALIEN STORM	£31.00
FANTASIA(UK)	£34.00
DINOLAND	£31.00
SPEEDBALL II	CALL
OUTRUN	£34.00
KABUKI SOLDIER	£31.00
MARBLE MADNESS (UK)	CALL
SHADOW OF THE BEAST (UK)	£38.00
F22 INTERCEPTOR (UK)	£38.00
BUCK RODGERS (UK)	CALL
SPACE BATTLE GAMOLA	£34.00
PGA TOUR GOLF	£39.00
MICKEY MOUSE	£25.00
MONSTERWORLD III	£34.00
ROLLING THUNDER II	£34.00
BEAST WARRIORS	£36.00
JOE MONTANA II (US)	£38.00
JOHN MADDEN II (US)	£38.00
GOLDEN AXE II	CALL
DOUBLE DRAGON II	CALL
F1 GRAND PRIX	CALL
UNDEADLINE	CALL
CD ROM UNIT	CALL
SOLPEACE (CD ROM)	CALL
HEAVY NOVA (CD ROM)	CALL
FOOTBALL FRENZY	CALL

ALL ABOVE GAMES ARE JAP CARTS UNLESS SPECIFIED.

MORE IMPORT GAMES ARE AVAILABLE THAN WE CAN POSSIBLY LIST IN THIS ADVERT

NINTENDO SUPER FAMICOM

SUPER TENNIS (SCART)	£41.00
JERRY BOY	£41.00
PRO SOCCER	£41.00
GHOULS AND GHOSTS	£50.00
UN SQUADRON	£41.00
SUPER MARIO WORLD	£41.00
JB KING MEGA JOYSTICK	£65.00
GOEMAN THE WARRIOR	£45.00
ACTRAISER(UK HINTS)	£35.00
BIG RUN	£35.00
RAIDEN TRAD	CALL
FINAL FIGHT	£41.00
F ZERO	£41.00
JOE & MAC (CAVEMAN NINJA)	CALL
SUPER EDF	£44.00
CASTLEVANIA IV	CALL
SUPER R-TYPE	£41.00
AMERICAN FAMICOM SCART	CALL
HI QUALITY DUSTCOVER	£6.99
SUPER FAMICOM AUTO-FIRE JOYPAD	£24.00
FORMATION SOCCER	CALL
LEMMINGS	CALL
F1 GRAND PRIX	CALL

NEO GEO

MAGICIAN LORD	£110.00
LEAGUE BOWLING	£110.00
ASO II LAST GUARDIAN	£110.00
GHOST PILOTS	£110.00
KING OF THE MONSTERS	£110.00
SENGOKU/WAR DYNASTY	£110.00
BURNING FIGHT	£110.00
BASEBALL STARS	£110.00
LEGEND OF SUCCESS JOE	£110.00
CROSSED SWORDS	£110.00
EIGHT MAN	£110.00
NINJA COMBAT	£110.00
FATAL FURY	CALL
ROBOARMY	CALL
FOOTBALL FRENZY	CALL

PC ENGINE

GRADIUS (6M)	£39.00
MONSTER PRO WRESTLING	£39.00
RAIDEN (6M)	£39.00
CORYOON	£38.00
DRAGON EGG	£35.00
TIME CRUISE PINBALL	£34.00
MAGICAL CHASE	£36.00
PC ENGINE CD ROM/DUO+GAME	£400.00

HUNDREDS OF OTHER TITLES IN STOCK, SEND SAE FOR FULL LIST.

LYNX

ROBOTRON	£29.00
SHIN RUNNER	£29.00
QIX	£29.00
HARD DRIVIN	£29.00
VIKING CHILD	£29.00
TURBO SUB	£29.00

NEW GAMES ARRIVING FROM USA EVERY WEEK, CALL FOR NEW TITLES

GAMEBOY—USA

CAESARS PALACE	£24.00
FINAL FANTASY LEGEND	£29.00
BUGS BUNNY 2	£24.00
WWF SUPERSTARS WRESTLING	£24.00
OPERATION C	£24.00
ALTERED SPACE	£24.00
SUPER RC PRO AM	£24.00
DUCK TALES	£24.00
HOME ALONE	£24.00
BATTLE TOADS	CALL
PRINCE OF PERSIA	CALL
BLADES OF STEEL	£24.00
WORLD CUP SOCCER	£20.00
CASTLEVANIA II	£24.00
MEGAMAN (US)	£24.00
CHOPLIFTER (US)	£24.00
GARGOYLES QUEST (US)	£15.00
ROGER RABBIT	£24.00
PERSONAL ORGANISER	£29.00
ROBOCOP II	£24.00
TERMINATOR II	CALL
SIMPSONS	CALL

GAMEBOY—JAP

NEMESIS II	£21.00
MEGAMAN/ROCKMAN WORLD	£21.00
MICKEY MOUSE II	£21.00
PARODIUS	£21.00
SOCCER	£21.00
TMNT II	£21.00

GAME GEAR

RASTAN SAGA	£24.00
OUTRUN	£24.00
NINJA GAIDEN	£24.00
HALLEY WARS	£24.00
FANTASY ZONE	£24.00
GALAGA 91	£24.00
GAME GEAR CARRY CASE	£10.99
GAME GEAR MAGNIFIER	£20.00
GAME GEAR CONSOLE + ANY FREE GAME	££115.00
FROGGER	£24.00
AX BATTLER	£24.00

CARRY CASES

UNIVERSAL — CARRIES ALL, HANDHELD + GAMES + ACCS + PSU ETC	RRP £18.99
GAME GEAR — HOLDS UNIT + GAMES	RRP £10.99
GAME BOY — HOLDS UNIT + GAMES	RRP £9.99

ALSO AVAILABLE — 5 COLOUR WAYS
BLUE ON BLACK, GREEN ON BLACK, GREY ON BLACK, BLACK PURPLE/BLACK

WE CARRY A LARGE RANGE OF CARRYCASES, JOYSTICKS, JOYPADS ETC, FOR OUR ENTIRE RANGE OF CONSOLES. WHY NOT GIVE US A CALL FOR MORE DETAILS. ALL OUR ADVERTISED GOODS ARE AVAILABLE IN OUR SHOP.

F-22 INTERCEPTOR
MEGA DRIVE

OUT RUN
GAME GEAR

CARRY CASES

HAND-HELD CONSOLES

PC ENGINE GT HANDHELD

1 FREE GAME £250.00 +P+P

ATARI LYNX II

1 FREE GAME £115.00+P+P

PC ENGINE SCART

+3 FREE GAMES
(OUR CHOICE)
£100+£6 P+P NEXT DAY DELIVERY
12 MONTHS GUARANTEE
EXCELLENT XMAS PRESENT

SUPER FAMICOM SCART

INCLUDES SUPER FAMICOM, 2 JOYPADS, POWER SUPPLY
2 FREE GAMES
12 MONTHS GUARANTEE
£270.00+P+P NEXT DAY DELIVERY

SUPER FAMICOM PACK

ORDER DETAILS: All consoles are despatched Parcel Force Next Day Delivery
(Saturday delivery is extra £6.00) Cheques—Please allow 5 working days for clearance.
P+P: Consoles £10.00, Joysticks £2.50, Each game £1.00
Please state if you are a new customer or please quote your customer number.
WE RESERVE THE RIGHT TO ALTER PRICES WITHOUT NOTIFICATION

ALL THE STAFF AT CONSOLE CONCEPTS (SUE, TONY, ROB, GEO & OF COURSE STEVE & COLIN) WISH ALL OUR CUSTOMERS OLD AND NEW A MERRY XMAS & HAPPY NEW YEAR

SEGA pro 1992

JANUARY

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

FEBRUARY

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

MARCH

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

APRIL

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11

MAY

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9

JUNE

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13

12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

10	11	12	13	14	15	16
17	18	19	20	21	22	23
24_{31}	25	26	27	28	29	30

14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

JULY

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

AUGUST

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23_{30}	24_{31}	25	26	27	28	29

SEPTEMBER

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

OCTOBER

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

NOVEMBER

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

DECEMBER

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

KLAX

"Come in, Mr Butt. Zit back and tell me your problems."

"Well doctor, it started a few days ago. All of a sudden I was plagued by hundreds of multi-coloured blocks rolling down a ramp towards me; they just kept coming, relentlessly."

"I zee Mr Butt, vhat you haf contracted is a rare complaint known as Klaxicosis. My suggestion vould be to organise ze blocks into chunks of three diagonally, vertically and horizontally. Maybe ze formation of zese Klax will cure the illness. Also, if you organise them into special patterns, such as crosses, it might take you closer to your goal."

"How can I ever thank you, doctor?"

"Vell, you can start by getting off my foot, and then subscribe me to SegaPro". (Not very subliminal message from subs department.)

Pleasure or pain is most people's opinion of the frenzied puzzle phenomenon *Klax*. I have never been an ardent follower of this style of game, and even the tweaked MD version failed to hold my attention for long. Unlike *Columns*, which has a massively addictive two-player mode, *Klax* relies solely on the one format and quite frankly, it does get tedious after a while.

The graphics are extremely colourful and speedy, but it doesn't seem to be as frantic as the MD game. The gameplay is "Pttchh" rather than "Badoiiiing" and in a genre where only the fiendish survive, *Klax* is only third division. There is also a problem with the definition of some pastel shades. In some cases, one blue looked very much like another until you dropped it down – by then it was too late.

It's incredibly disappointing to find a lack of any speech after round completions or failures. On other versions, this added to the atmosphere immeasurably and its absence leaves the whole game sounding hollow. Surely a few words could have been included, if only the "Yeah" for four in a row.

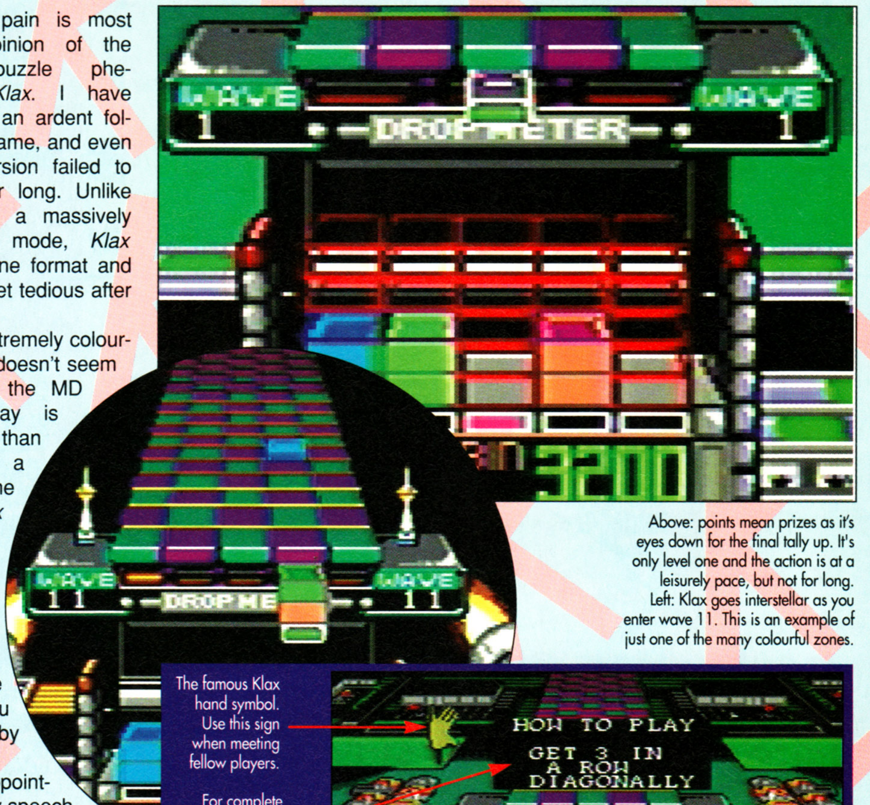
The backgrounds are varied and liven up the presentation, but they appear shabby and unkempt when compared to other conversions.

The title screen is also a flat and decidedly boring start to the game, with only a few of the many options on offer previously.

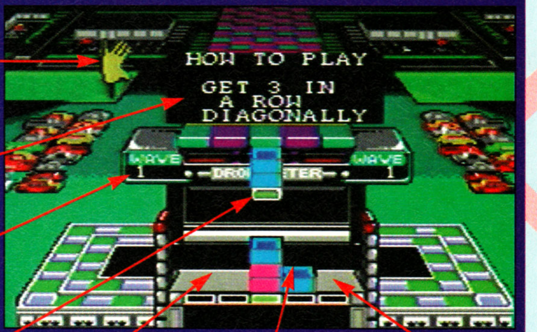
It was gratifying to know that MS *Klax* contained the full 100 stages, plus a host of warp zones and special tests. With my best attempt reaching only stage 32, the challenge was never in doubt.

However, my overall opinion of any version other than the Mega Drive, is that you've seen one, seen them all and sadly this 8-bit conversion does nothing to stimulate my adrenalin.

● **Damian "dodgy handshakes" Butt**



Above: points mean prizes as it's eyes down for the final tally up. It's only level one and the action is at a leisurely pace, but not for long.
Left: Klax goes interstellar as you enter wave 11. This is an example of just one of the many colourful zones.



The famous Klax hand symbol. Use this sign when meeting fellow players.

For complete novices, it is advantageous to start with the tutorial.

The first of 1000 Klax waves to complete – what a nightmare!

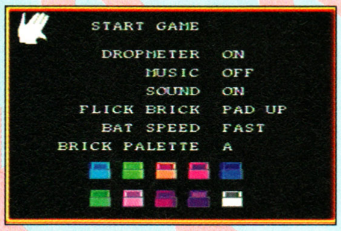
The paddle will hold up to five tiles, after that you'll have to dump some.

A rare sight indeed. A completely blank section in which to drop those tiles.

Throw your first blue tile down here...

Throw the second one down here and you will get a diagonal klax.

PROTIP Use the relatively calm first minute to knock up as many Klaxs as possible. If you only need to do horizontals, don't waste time with tricky diagonals and stars.



```
START GAME

   DROPMETER  ON
       MUSIC  OFF
       SOUND  ON
 FLICK BRICK  PAD UP
   BAT SPEED  FAST
BRICK PALETTE A
```

The Master System version of *Klax* is still packed with options. There's also an extra brick palette option to cater for the MS's reduced colours.

PROFILE

KLAX ● TENGEN ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	100
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Domark
Ferry House
51-57 Lacy Road
Putney
London SW15 1PR
✆ (081) 7802222

GRAPHICS 78
▲ Eye-catchingly colourful.
▲ Great backgrounds.

SOUND 46
▼ No speech to spice it up.
▼ SFX are drab and sparse.

GAMEPLAY 75
▲ Basic concept is still appealing.
▼ Lacks the energy of the MD version.

CHALLENGE 80
▲ More stages than you can handle.
▼ Repetition may cause boredom.

Everything has been converted...
...but only just.

PROSCORE 72

Good luck to Domark's PR lady, Claire Edgely, who is leaving to become a chalet girl in the Alps!

ROXY EXCHANGE CLUB

ONLY £1.59 PER GAME

FREE MEMBERSHIP

Yes, we sell *al* Sega games for **1.59** plus part exchange. (Sorry, £7.99 with Altered Beast).

It's so cheap and easy! Just send us your Sega game and a list of games you don't want (we'll keep a record for all your future swaps) to Roxy Exchange and we'll immediatley return a comparable but different game to you.

Why pay high prices ever again, when we guarantee that as one of our club members you should be able to try them all at only £1.59 each? Though there is no obligation to buy more than one game and you can leave the club at any time just by not contacting us again.

PERSONAL CALLERS WELCOME. OPEN 7 DAYS A WEEK.

Please add 99p postage & packing and make your cheque/postal order for £2.58 (incl. P&P payable to Roxy Vidceo Ltd and send with your game, list and address to:

THE ROXY, 7 JOHN STREET, GOUROCK, SCOTLAND PA19 1PR
TEL: 0475 35519

CONSOLE ACTION

EXCHANGE CLUB

SWAP YOUR UNWANTED MEGADRIVE GAMES FOR JUST £3 PLUS £1 p&p.

100's of ex-hire club games for sale or part exchange

(Megadrive only)

USED GAMES BOUGHT AND SOLD

Best prices paid for your *Megadrive*, *Master System*, Game Gear and Famicom cartridges.

CONSOLE ACTION

Send SAE for list or phone for details – **0792 584346**
130 Heol Gwyrosydd, Penlan, Swansea, SA5 7BX

VIDEO GAMES SWAP (UK)

WHY BUY ANOTHER VIDEO GAME WHEN YOU CAN SWAP FOR ONLY £3.50 (inc. 1st class postage)?

SEGA, NINTENDO, ATARI, GAME BOY, GAME GEAR, LYNX ETC. - CARTRIDGES ONLY

NAME .... ADDRESS ....

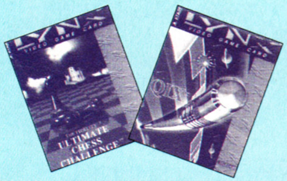
		VIDEO GAME TO SWAP	1st CHOICE SWAP (EQUAL VALUE)	2nd CHOICE SWAP (EQUAL VALUE)	3rd CHOICE SWAP (EQUAL VALUE)
£3.50	1				
£7.00	2				
£10.50	3				

INSTRUCTIONS Fill in order form for up to 3 games. Choose swaps of the same value. Make out cheque / PO for £3.50/£7.00/£10.50 payable to VIDEO GAME SWAP (UK). Put all items from checklist into the game's protective plastic case. Place in envelope or wrap in brown paper, and post to: VIDEO GAMES SWAP (UK), DEPT SPR1, 5 CHATSWORTH ROAD, HAZEL GROVE, STOCKPORT SK7 6BH. CHECKLIST Please make sure you enclose the following: CARTRIDGE ✓ GAME INSTRUCTIONS ✓ ORDER FORM ✓ CHEQUE / PO ✓

CUT OUT OR PHOTOCOPY THIS ORDER FORM

TELEGAMES

THE VIDEO GAME SPECIALISTS FOR OVER 12 YEARS



NEW FOR LYNX

CHESS Based upon the most powerful chess playing technology from the laboratories of Fidelity Electronics – the premier manufacturers of dedicated chess computers and the developers of the only UCSF Certified Master Rated (2325) Program. This is the most powerful chess game available!

QIX Neutralize QIX and its mutant offspring SPARX by claiming their territory before they frag you. Hundreds of levels of increasing intensity will shatter your nerves while stunning sound effects and a variety of patterns will rattle your brain. A practice mode sharpens your dexterity.

STEREO SPEAKER SYSTEM

SUITABLE FOR DIRECT CONNECTION TO –

Atari Lynx ★ Nintendo Gameboy ★ Sega Genesis, Megadrive, Game Gear ★ NEC GT Hand Held and PC Hand Held ★ Personal Stereos ★ Compact Disc Players ★ Neo•Geo ★ Etc and any other item with 3.5mm socket. Complete with plugs and leads.

- High efficiency 3" micro stereo speakers
- Built in power booster (4 c size batteries not included)
- Active or passive system, works with or without batteries
- Individual volume controls
- DC 6 volt input jack
- 3.5mm stereo plug to fit personal stereos and compact disc players

EUROPE'S LARGEST STOCK OF CONSOLES AND GAMES FOR –

SEGA MEGA DRIVE & Master System & GAME GEAR

PC Engine SNK'S NEO-GEO PC Engine Hand Held COLECO VISION INTELLIVISION

Nintendo GAMEBOY ★ SUPER FAMICOM ★ PC SUPER GRAFX

LYNX ★ 2600 ★ 7800

Remember – if it's a game – it's at Telegames!!

MASTER GEAR in stock NOW!!

SPECIAL OFFERS

PC Engine

DELUXE JOYSTICK WITH RAPID FIRE, LED INDICATORS ETC

USUALLY £24.99 ONLY £9.99

Nintendo AND SEGA

Cartridge and Console cleaning system - stops games from crashing – protects cartridge pins. Was 9.99 **NOW £4.99**

ABOVE OFFERS WITH ANY OTHER PURCHASE OVER 2.00 AND **WITH THIS ADVERT ONLY**

For games list send S.A.E. stating which console to our Head Office

TELEGAMES **HEAD OFFICE AND MAIL ORDER – WIGSTON, LEICESTER, LE8 1TE**

Telephone (0533) 880445/889989

SHOPS AND SUPASTORES AT – ★ HAYMARKET CENTRE, LEICESTER ★ KILBY BRIDGE (A50) WIGSTON, LEICESTER ★ RIVERGATE CENTRE PETERBOROUGH

Hard Drivin'

If spinning a high performance Ferrari through a series of stunt manoeuvres and then testing its acceleration to the limit on a tortuous race track gets you hot then Hard Drivin' is for you. Tengen's MD conversion of the Atari Games coin-op appeared over a year ago in Japan, and now the British public are finally allowed to play it.

Your mission, Jim, should you choose to accept it, is to clock up a winning lap time around a track and then challenge the all-powerful Photon Phantom to a no-holds-barred stunt track race. Watch out, though, one crash means instant disqualification.

Your carefree motoring is hampered by many other racers swerving all over the roads and generally causing havoc. If you are lucky, you may even witness a modern miracle: a ten-ton truck performing the loop the loop!

PROFILE

HARD DRIVIN' ● TENGEN ● £34.99 ● OUT NOW

CART SIZE	4Mbit
PLAYERS	1
STAGES	2
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Domark
Ferry House
51-57 Lacy Road
Putney
London SW15 1PR
✆ (081) 7802222

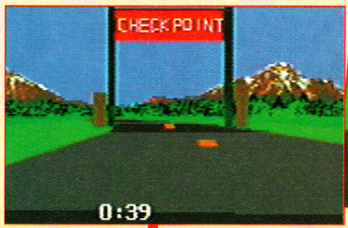
When it first appeared in the arcades, I played *Hard Drivin'* to death, mainly because it simulated real life driving conditions and at the time I was learning to drive myself. The obvious attraction was to ram the gears and screech around corners without invalidating your insurance policy. Now Tengen have created the ultimate driving experience on the Mega Drive and once again, I am hooked.

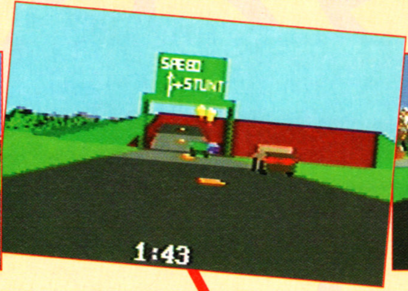
The graphics are identical to the coin-op, with the traditional flying cars and translucent bridges present – and I am glad to report that this is definitely the best incarnation yet.The car responds convincingly with excellent screeches and glass-smashing effects that really jar the senses. All the original features, such as the replay and course map, are included making this a well-presented package. I was also pleased to see the mooing cow that you could run over for a bit of sadist fun.

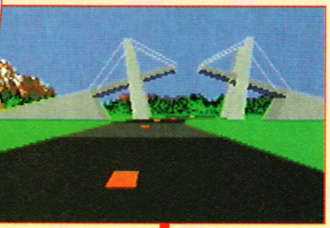
Hard Drivin' would be a superb game if it wasn't for the fact that there isn't much to see or do. Once the courses have been completed in unbeatable times, the novelty wears off. Even the challenge with the Phantom loses its sting when you can thrash him by ten seconds, and trying to beat yourself soon becomes a fruitless exercise.

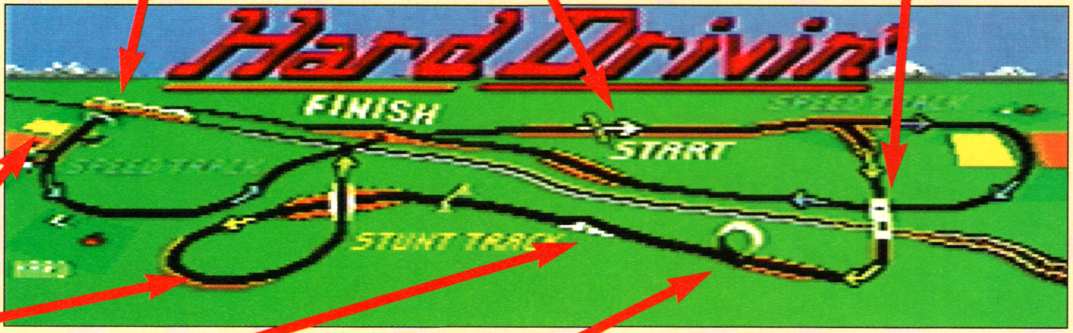
I would like to see a sequel to *Hard Drivin'* that actually improves on the original idea with innovative features such as a more involved track with many obstacles and different time trials. Varying weather conditions may also improve the action with slippery roads affecting cornering and stopping distances. One other point I will make is that beating the Phantom is actually easier than racing normally because all the moving hazards (cars) are removed so you only have to worry about the track. Call me a bluff old traditionalist but this hardly seems logical. All I can say is, let's hope *Race Drivin'* will be converted soon – more tracks, more stunts, more cars...

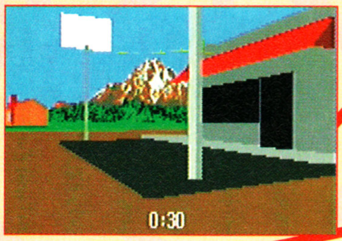
● Damian "Metro 6R4" Butt

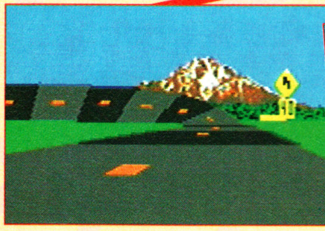


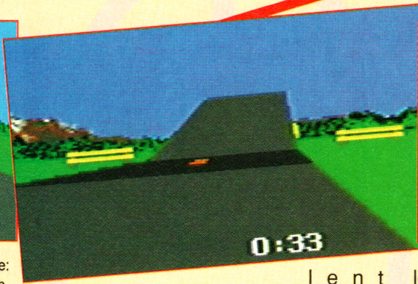


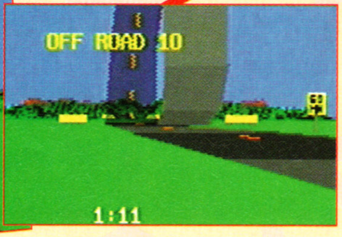












Clockwise from above: Stunt Curve, Petrol Station, Checkpoint, Starting Grid, Suspension Bridge, Stunt Loop, Stunt Ramp.

GRAPHICS	▲ Smooth, shaded 3-D landscapes. ▼ At high speed, the race can be jerky.	83
SOUND	▲ Racing title tune and smashing effects. ▼ Only tame engine growls during play.	74
GAMEPLAY	▲ Great fun creating the most exotic crash. ▼ Joypad is hard to control at 210kph.	80
CHALLENGE	▲ Can be quite tough for a novice speed freak. ▼ Once you're the champ,you soon lose interest.	71
PROSCORE	A perfect conversion, with its only flaw being the lack of content.	81

The real definition of hard drivin': going down the M4 with Andrew Smales.

MEDLANTIC HI TEC LTD

10 CHURCH ST, MARKET BOSWORTH
WARWICKSHIRE CV13 0LG

TEL (0455) 291865/292405
FAX (0455) 291865

OPEN MON-SAT
9.30am-6.00pm

TRADE ENQUIRIES WELCOME

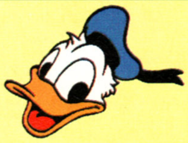
Access VISA

MEGADRIVE GAMES

NEW RELEASES

Bare Knuckle	29.95

DONALD DUCK £29.95



Devil Crash	34.95
Star Flight	34.95
The Immortal	34.95
John Madden's Football II	29.95
Toejam & Earl	34.95
Dark Castle	33.95
Fatal Rewind	34.95
Road Rash	33.95
Robocod	29.95
F-22 Interceptor	34.95

Call for latest titles

GAMEGEAR £89.95
Sonic the Hedgehog £22.95 Donald Duck £22.95
CALL FOR LATEST TITLES
NEW & USED ON ALL CONSOLES

Megadrive + any game	135.00
Megadrive + Sonic	129.95
Mickey Megadrive *(Fantasia + Castle of Illusion)*	149.95
Megadrive + PSU	98.95
Joypad	13.95
UK/Jap Adaptor	6.95
Scart Lead	7.95
Stereo Lead	7.95

SECOND HAND GAMES
AND PART EXCHANGES
WELCOME.
CALL TO FIND OUT PRICES

SEND ALL CHEQUES/PO TO
THE ABOVE ADDRESS OR PHONE
WITH CREDIT CARD

Please add £1 per game
& £5 per machine

GENERAL RELEASES

Aeroblasters	32.95
Alien Storm	32.95
Blockout	34.95
Dinoland	34.95
EA Hockey	38.95
Fantasia	37.95
Gynoug	29.95
Hardball	34.95
John Maddens Football	29.95
Magical Hat	21.95
Midnight Resistance	29.95
PGA Tour Golf	37.95
Ringside Angels	29.95
Raiden Trad	34.95
Sonic Hedgehog	32.95
Star Control	29.95
Spiderman	38.95
Streets of Rage	34.95
Super Airwolf	32.95
Wrestle Wars	32.95
Dick Tracy	22.95
Strider	24.95
Golden Axe	24.95

WIN

FIVE GREAT COMPETITIONS ONLY *ONE* PHONE CALL!!

WIN

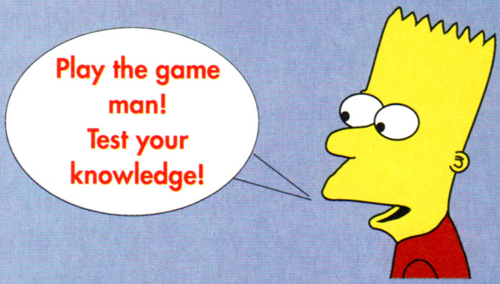
Answer our simple games questions and have your choice of one of these great machines + ten top games of your choice FREE

CALL 0891 662 552

WIN
A SEGA GAME GEAR
0891 662 552

WIN
A MEGA-CD
0891 662 552

WIN
A NINTENDO GAME BOY
0891 662 552

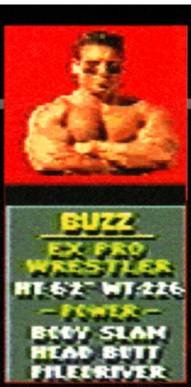

Play the game man! Test your knowledge!

WIN
A SEGA MEGA DRIVE
0891 662 552

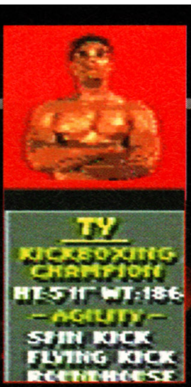
WIN
A MASTER SYSTEM II
0891 662 552

TEN GAMES OF YOUR CHOICE INCLUDED FREE WITH EACH MACHINE WON

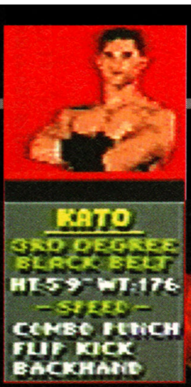
Please ask permission of person who pays the bill. Calls charged at 36p min cheap rate, 48p other times. Ensmore Ltd, P.O. Box 1183, BOURNEMOUTH, BH8 9YS



BUZZ
EX PRO WRESTLER
HT:6'2" WT:226
-POWER-
BODY SLAM
HEAD BUTT
PILEDRIVER



TY
KICKBOXING CHAMPION
HT:5'11" WT:186
-AGILITY-
SPIN KICK
FLYING KICK
ROUNDHOUSE



KATO
3RD DEGREE BLACK BELT
HT:5'9" WT:176
-SPEED-
COMBO PUNCH
FLIP KICK
BACKHAND

Get ready for the most violent experience you are ever likely to have. This is as close to full contact combat you are going to get without having to be admitted to hospital.

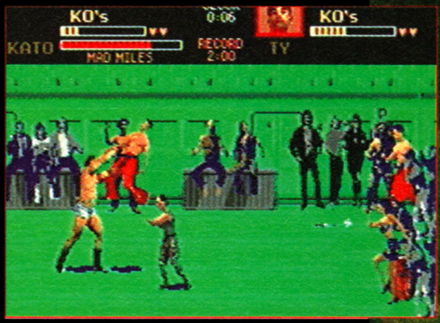
Pitfighter **is the long-awaited conversion of the smash hit coin-op by Tengen. Long-standing partners in the UK, Domark, have picked up the Mega Drive verson to release alongside the computer versions they are developing.**

The machine could easily be a tie-in with a Jean Claude Van Damme film, something like AWOL perhaps. The lone fighter is surrounded by a crowd of blood-thirsty savages betting on the outcome of th fight and occasionally jumping into the pit to try to take out a fighter themselves. The fight is to the death, so it's no-holds-barred action as every part of your body is used to save your skin and kill your opponent.

Playing *Pitfighter* is pure pan-their-heads-in pleasure. Right from the title screen you get the feeling that everyone is out to get you; talk about atmosphere, even the crowd want your blood.

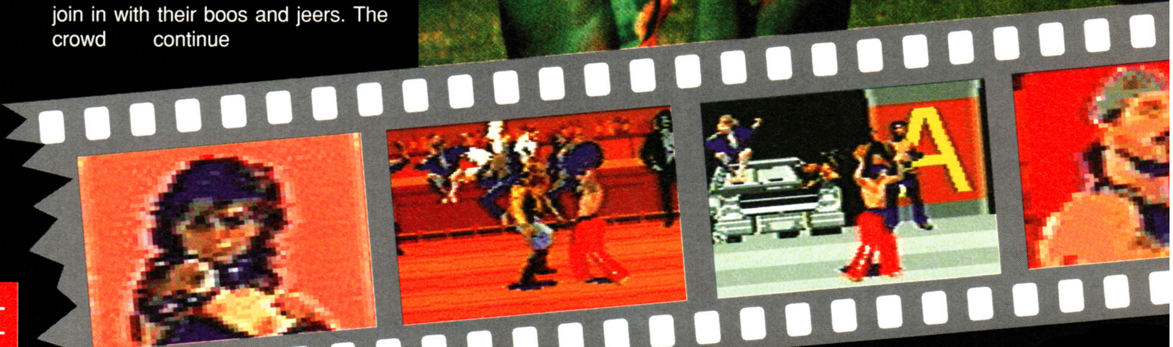
Graphically, *Pitfighter* is as close to the coin-op as you are likely to see. All the fighters are superbly animated and some of the moves they pull off make you whince. Just wait till you are lying on the floor in agony and some chain-wielding maniac comes up and kicks you where the sun don't shine. Very nasty.

The fighters look amazingly realistic. The fighter animation is extremely smooth, and is enhanced by the excellent 3-D effect given off by the shadows on the clothing. In fact, the characters are better defined than the coin-op which had the tendency to look very blocky.



Sound effects on beat-'em-ups are normally limited to a few crunches for any good moves. *Pitfighter* just goes completely over the top. Every time contact is made, the bone-crunching effects kick in. Soon after the crowd join in with their boos and jeers. The crowd continue

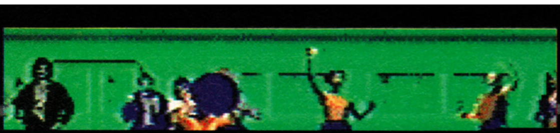
With astounding digitised graphics and sounds, coin-op thrills and two-player simultaneous action, *Pitfighter* is the beat-'em-up to own. The range of opponents is vast and the challenge huge. Do yourself a real favour and plug yourself into this game this Christmas.



PIT-FIG

PROTIP For some serious pain-giving, make sure that when your opponent is down on the floor you kick and hit him – it is a good way of wasting his energy. Also, when you are in the car park jump up and down on the brown cars during the fight. It may not do much for you, but trashing those cars is a great laugh.

And for a sequel...

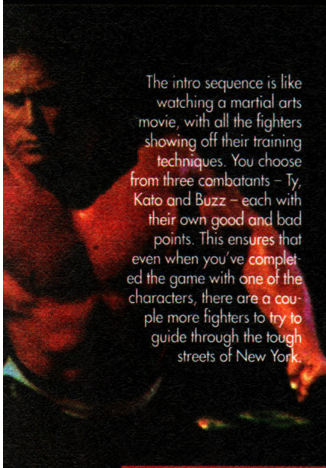


PROFILE

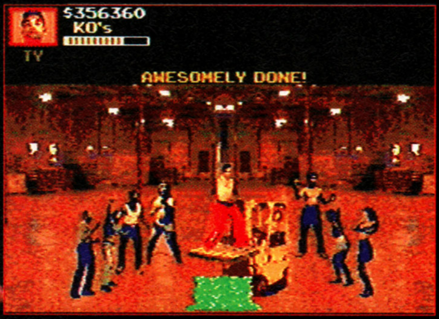
PIT FIGHTER ● TENGEN ● £34.99 ● OUT JAN

CART SIZE	6Mbit
PLAYERS	2
STAGES	10
SKILL LEVELS	2
FEATURES	teamplay

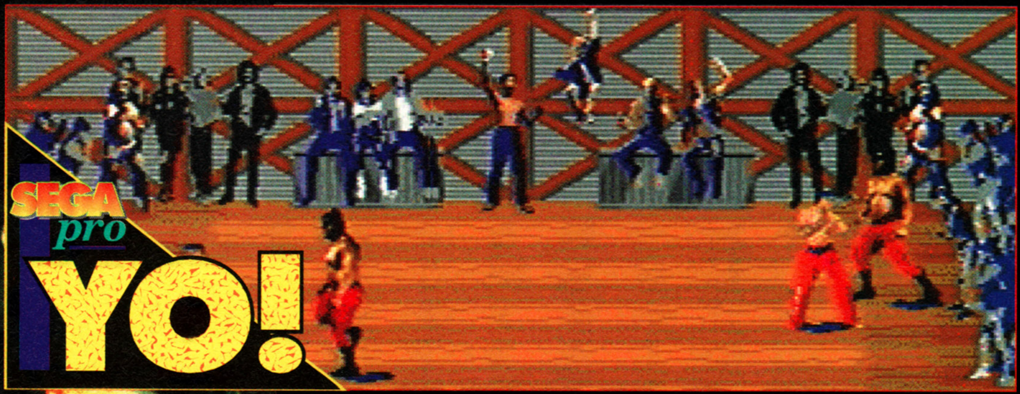
SUPPLIER
Domark
Ferry House
51-57 Lacy Road
Putney, London
SW15 1PR
✆ (081) 7802222



The intro sequence is like watching a martial arts movie, with all the fighters showing off their training techniques. You choose from three combatants – Ty, Kato and Buzz – each with their own good and bad points. This ensures that even when you've completed the game with one of the characters, there are a couple more fighters to try to guide through the tough streets of New York.



their abuse when you move into their area. The music is a faithful rendition of the arcade machine – an American pop tune with oriental overtones.



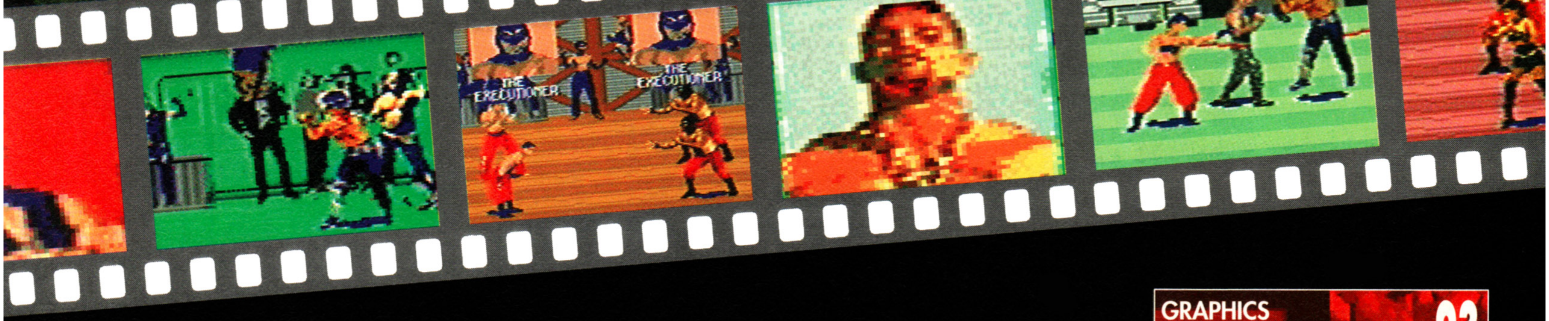
The moves may be fairly limited compared to other combat games but believe me, what's there is plenty good enough. The action is not just limited to the fighters in the pit, if the crowd start to get in the way you can turn your attentions to them and administer some crowd restraint. Of course your opponent may take the opportunity to come up behind you and take you by surprise so watch out.

The crowd play another part in this game, if they think the action is a little tame they may decide to enter the arena and have a go themselves, depending on who is their favourite fighter they may help you by hitting your opponent or they may have a go at you.

Without doubt the star feature of Pitfighter is the two player mode. You can either team up to go against the opponents or you can go against each other as well as anyone else in the ring. Although in the grudge matches and the survivor matches only one of you can win. The three fighters are all good but if want my advice don't take the ex wrestler, he's naff.

To sum up, a brilliant combat game that takes the action out of the 'glam' ninja type missions and into the heart of every fighters worst nightmare. Excellent graphics and so much game play it's scary. The coin-op was good; this is better.

● Les "pitbull" Ellis



HTER

Pitbull Fighter!

GRAPHICS	▲ Superbly animated life-like animation. ▲ The best intro screens ever seen.	93
SOUND	▼ The music could have been much better. ▲ Amazing bone-crunching effects and speech.	82
GAMEPLAY	▲ Two-player mode is a stroke of genius. ▲ So real it makes you want to beat someone up.	96
CHALLENGE	▲ Weapon-wielding thugs are really tough. ▲ Very addictive – one of the best.	96
PROSCORE	The perfect coin-op conversion, and one of the best beat-'em-ups ever.	95

MERCS

The chance to drop into enemy territory, machine-gun thousands of unsuspecting enemy troops, lob endless grenades into packed wooden huts and drive some flash hardware was too good an opportunity to miss.

You are one of the Mercs, trained to rip both your arms off and leave no sign of violence, a paid assassin with a big gun.

The former President has been kidnapped again! (He really shouldn't go to Beirut with an "I am an important diplomat" T-shirt on.) Now you must rescue the wrinkled has-been while causing as much bloodshed as possible. You face impossible odds, but you laugh in the face of certain death and, like any self-respecting brainless beefcake, you plunge into the fray with gattling guns a-blazing.

PROTIP Use the green blob gun for everything. It is by far the best for heavy hardware and troop wasting. With power-ups it can be four wide, and we are talking total devastation.

Let's get one thing straight, I really enjoyed MD *Mercs* despite its fairly low review; the main disadvantages were no two-player arcade mode and the ease with which you could progress. Hooray, I thought, at least the MS version could improve on this – think again. *Mercs* has inherited all the flaws of its 16-bit counterpart and added a few of its own.

The graphics are slightly blocky but colourful with some fine detail on the guardians and the lower levels. I was glad to see the Hind helicopter back in action and looking as deadly as ever.

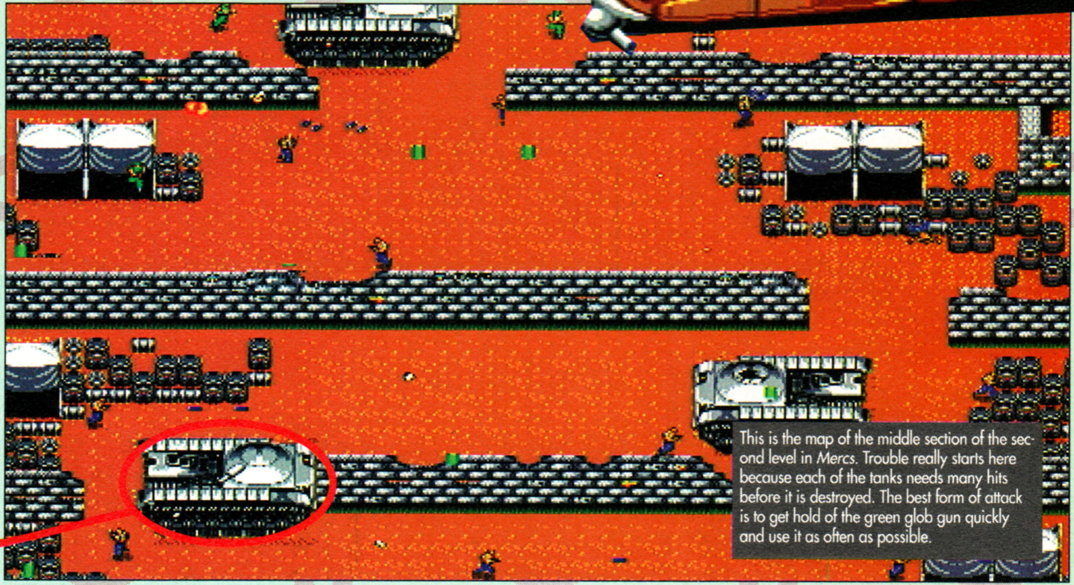
The Mercs badge and animated intro are all very nice but options are non-existent and sound is dire. I can honestly say that the pre-guardian fanfare is the worst piece of synthesized trash I have ever heard.

Now I can really stick the knife in. *Mercs* on the MS is incredibly easy to complete; after two games I had rescued the former President in the measly time of 11 minutes. The super tough MS guardians were reduced to rubble in seconds without the use of grenades. Even the mighty tanks and train which took me two hours to crack on the MD was a one-hit wonder.

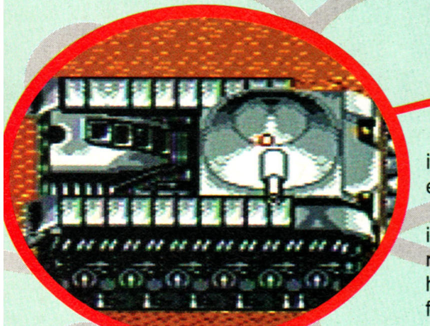
On the whole, the controls are jerky and I'm sure the central character is facially deformed. The vehicles, which were characteristic of the arcade machine on the MD, are present but under emphasized. The jeep distorted when turning, the boat was unresponsive and whatever happened to the tank!

Even though this version includes all the levels of the arcade, they are completed in a fraction of the time and I never once felt panicked or tense. Level one, for instance, only lasts 40 seconds. It is obvious that this release is aimed at novice shoot-'em-up fans, but even toddlers could complete this without breaking a sweat.

● **Damian "another game completed" Butt**



This is the map of the middle section of the second level in *Mercs*. Trouble really starts here because each of the tanks needs many hits before it is destroyed. The best form of attack is to get hold of the green glob gun quickly and use it as often as possible.



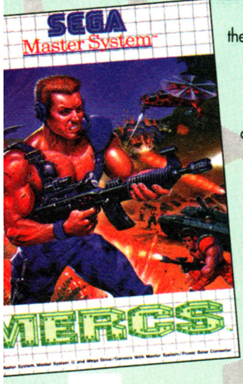
GRAPHICS 80
▲ Great detail on the guardians.
▼ Weedy explosions and enemies.

SOUND 25
▼ Just say "no".
▼ Bland SFX.

GAMEPLAY 73
▲ Fun to play at first...
▼ Then you discover how short it is.

CHALLENGE 65
▲ Initially well 'ard.
▼ You soon realise it lacks sufficient depth.

Mercs is instantly playable
but has no long-term challenge
PROSCORE 68



Sega stock isn't exactly the most well managed in the world, so if you're having trouble getting hold of *Mercs*, you can do what we did and contact KC's Computers & Console Magic at 3 High Street, Loughborough, Leicestershire LE11 1PY. Tel: (0509) 211799. They have the official UK version and it's flying off the shelves at the reasonable price of £28!

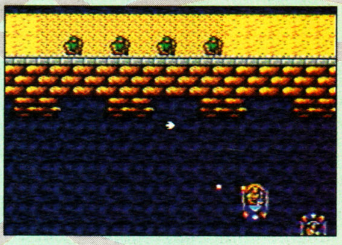
PROFILE

MERCS ● SEGA ● £32.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	7
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Sega Europe
16 Portland Road
London
W11 4LA

✆ (071) 7278070



Mercs motto: "If it ain't American, it's Red."

LAST CHANCE TO WIN A MEGA-CD AND A MEGADRIVE!!

Final competition
All new sounds
and questions

PETITION ● ALL NEW COMPETITION ● ALL NEW COMPETITION ● ALL NEW COMPETITION ● ALL NEW COMPETITION ● ALL NEW COMPETITION ● ALL

+

= ☎ 0891 ☎ 662559

The Mega-CD has just been released in Japan, and you won't believe your eyes and ears if you're one of the first to win this awesome machine, so get phoning NOW!!

DON'T FORGET, YOU CAN ENTER THE COMPETITION AS MANY TIMES AS YOU LIKE. SO GET DIALLING!

CD GAME
SOUNDTRACKS
PLAYS MUSIC CDS
HUGE SUPER-FAST
GAMES
AWESOME SOUND &
AMAZING GRAPHICS

IBS, 5 Temple House, Temple Street, Keynsham, Bristol BS18 1DW

Calls cost 36p a minute cheap rate, and 48p a minute at all other times, and can be made from any phone. Ask permission of the person who pays the bill before calling.

HAVE A MERRY CHRISTMAS WITH...

CES

(DEPT SP), 153 WHITEHART LANE, BARNES, LONDON SW13 ORT TEL: 081 876 5501 FAX: 081 876 5501

JUST CHECK OUT THESE SPECIAL PRICES.....

Megadrive + game	£129.99 (+£6 P&P)
Famicom (Scart)	£190 (+ £5 P&P)
Famicom + any 2 games	£270 (+£6 P&P)
*Super NES (American) inc Mario + convertor	£250 (+£7 P&P)
Megadrive CD Rom	Call
*Famicom Convertor, allows you to play American or Japanese games on either machine	£29.95
Sega Game Gear	£89
Game Boy Deluxe	£69
The new Atari Lynx	£89

MEGADRIVE

Golden Axe II	£38
Pit Fighter	£42
John Madden II	£39
Joe Montana	£39
Fighting Masters	£36
Back to the Future	£42
Double Dragon II	Call
Mario Lemaux Hockey	£39
Toejam & Earl	£38
Road Rash	£35
Starflight	£42
Shining in the Darkness	£49
Fatal Rewind	£32
Dark Castle	£32
Ice Hockey	£35
Alien Storm	£30
Star Control	£35
Outrun	£30
Sonic	£30
Flicky	£25
Dinoland	£30
Spiderman	£35
Jewel Master	£32
Super League Baseball	£32
Streets of Rage	£38
Road Rash	£35
Star Flight	£42
Shining in Darkness	£45
Mike Ditka Football	£38
Arcus Odyssey	£49
The Immortal	£38
F22 Interceptor	£38
Quackshot	£36
James Pond II (Robocod)	£38

SUPER FAMICOM

UN Squadron	£42
Tennis	£45
Marioworld	£42
Final Fight	£42
F Zero	£40
Actraizer	£38
Pilot Wings	£45
Ultraman	£40
R-Type	£42
Hyperzone	£45
Pro Soccer	£42
Ghouls n Ghosts	£46
Super EDF	£48
Castlevania II	£48
Joe & Mac	£48

ATARI LYNX

Ninja Gaiden	£28.00
APB	£29.00
Slimeworld	£29.99
Viking Child	£29.99
APB	£28.99
Golf	£29.00
Bill & Ted Adventure	£29.00

CHEQUES/PO's TO C.E.S.

Please add £1 P&P for games, £2 for accessories
and £3 for Handhelds. Prices may vary without prior notice.
All above subject to availability.

SUPER NES

Bill Lambera	£48
R-Type	£45
Final Fight	£48
Drakhen	£48
Paperboy 2	CALL
Shatterhand	CALL
Ghouls & Ghosts	£48

GAME BOY

Duck Tales	£24.99
Robocop	£24.99
Operation C	£22.00
Bugs Bunny II	£24.99
Bugs Bunny 2	£24.99
Altered Space	£24.99
Home Alone	£26.99
Simpsons	£28.00
Double Dragon II	£24.99
Battletoads	£24.99
Roger Rabbit	£24.99

RING FOR OTHER TITLES

GAME GEAR

Shinobi	£20.00
Psychic World	£19.99
Dragon Crystal	£19.99
Headbusters	£20.00
Mappy	£19.99
Axe Battler	£24.99
Joe Montana	£24.99
Dvilish	£25.00
Space Harrier	£25.00

RING FOR OTHER TITLES

ACCESSORIES

JB King Power Stick (Famicom)	£59.99
G. G. 2 Player Lead	£12.99
Game Gear Deluxe Bag	£19.99
Game Gear Handle	£12.99
Caday Pack	£14.99
Game Boy Amp	£12.99
Game Boy Case	£14.99
Light Boy	£14.99
Arcade Power Stick	£36.99
Eng/Jap Converter	£9.99

MEGA DRIVE CD ROM GAMES

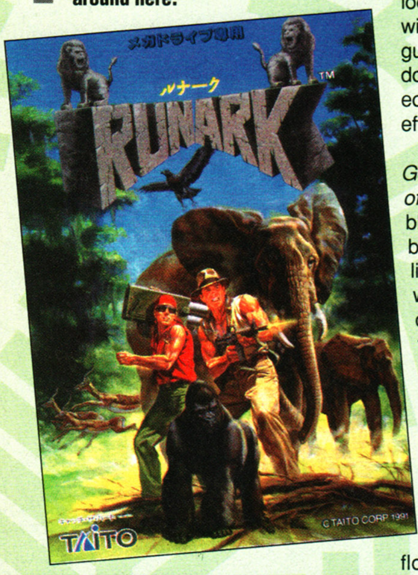
Earnest Evans	£39.00
Solfeace	£42.00
Heavy Nova	£39.00

WHOLESALE/EXPORT WELCOME

Runark is the first so-called green game. The idea is to save animals from various poachers. You've just done your job, and rescued a few dozen persecuted animals.

Imagine a cross between the Animal Liberation Front and the Green Party and you have the basis for Runark. Not content with just sitting back and using harsh language to try to stop the poaching problem in the African countries, the locals have decided to fight back. They have commissioned a team of looney tune Green Party members (headed by self-proclaimed Son of God, David Icke) to get the poachers before they wipe out the animal population.

You play the part of the David Icke character and have to confront the poachers with whatever weapons you can find. The items available range from whips to rocket launchers – of course all of these are free from CFCs. Daktari and Tarzan were never like this, a man could get hurt around here.



Nice title screen, this could be kind of interesting. Unfortunately, going to the options screen will be your next mistake. I know how you people operate, wop up the continues and stick it on easy level. Believe me, you won't need to do that, *Runark* is criminally easy to complete on normal level.

GEN
BURN
KHAN
JACK

An excellent intro precedes the game, showing how the hunters came to town and ruined the lovely local wildlife by stabbing the animals with knives and shooting them with guns – you get the picture. It's all done in good taste, and it gets the ecological message across quite effectively.

PROFILE

RUN ARK ● TAITO ● £40 ● IMPORT

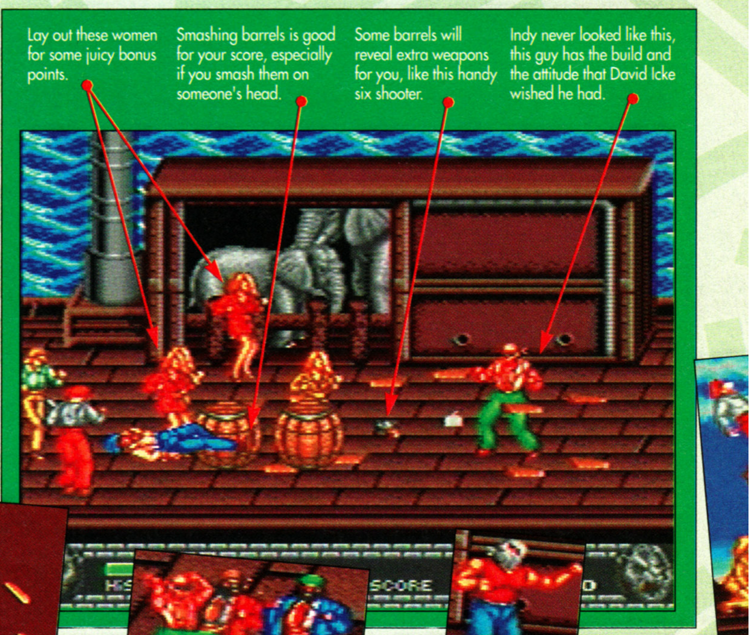
CART SIZE	4Mbit
PLAYERS	1(!)
STAGES	3
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
KC's Computer & Console Magic
3 High Street
Loughborough
Leicestershire
LE11 1PY
✆(0509) 211799

The gameplay is a cross between *Golden Axe, Thunderfox* and *Streets of Rage*. The backgrounds are a little bland, consisting of little more than bare buildings, waterfalls and the like. The sprites look as though they were done by the same guy who did *Streets of Rage*, but he seems to have had a bad day. Your character is basically a muscular Indiana Jones lookalike, complete with floppy hat, and there are only about five or six different enemy sprites to take out. The animation leaves a lot to be desired, using very few frames of movement.

One nice thought that particularly appealed to me was the way that the enemy got blown apart with grenades and other weapons – total gross out. Even this was flawed, however, because when you threw a grenade you immediately lay right on top of it yet still manage to get away unscathed.

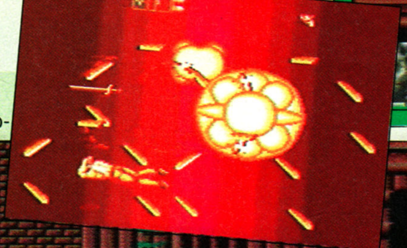
The sound is a big disappoint-

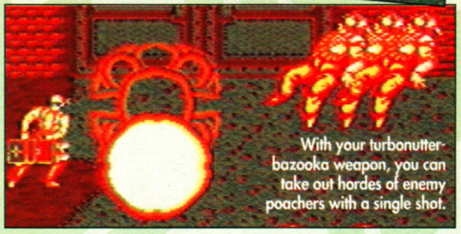

Lay out these women for some juicy bonus points.

Smashing barrels is good for your score, especially if you smash them on someone's head.

Some barrels will reveal extra weapons for you, like this handy six shooter.

Indy never looked like this, this guy has the build and the attitude that David Icke wished he had.





With your turbonutter-bazooka weapon, you can take out hordes of enemy poachers with a single shot.

ment. Being a real thumping game, I would have thought that they could have gone to town with some bone-crunching and groaning – alas no. We are yet again subjected to squat, farty explosion effects and little more than a quiet click when you hit the other guys. Only the gun noises are exciting, but that alone cannot save this poor aspect of the game.

Using all the different weapons is good for a laugh, and indeed hand-to-hand combat is fun, especially when your man executes a special move. My own fave move was when he grabbed a long-haired woman by the roots of her locks and swung her from side to side, smashing her head into the floor! Also, after you release the elephant in the second stage, there's the way that he will then help you to stamp out (literally) the poachers. These neat touches bring much-needed humour and variety to the gameplay.

Runark has caused more than a few arguments in the office. Yes, there are some nice touches to it and many humorous scenes, but with only three visibly different scenes and the ludicrous ease with which it was completed, *Runark* does have some drawbacks. The initial looks will immediately draw you close, but after a few minutes play you may start to wonder whether *Runark* will last long enough to be worth £40.

● **Les "beast master" Ellis**

PROTIP Use the special attack most of the time. It usually lasts longer than you think, and is the best offensive move for taking out the hunters quickly.

ON THE EIGHTH DAY...

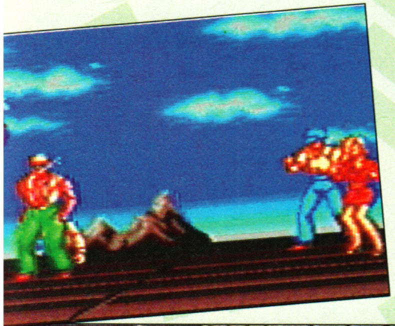
... of Christmas Tecmagik gave to me:

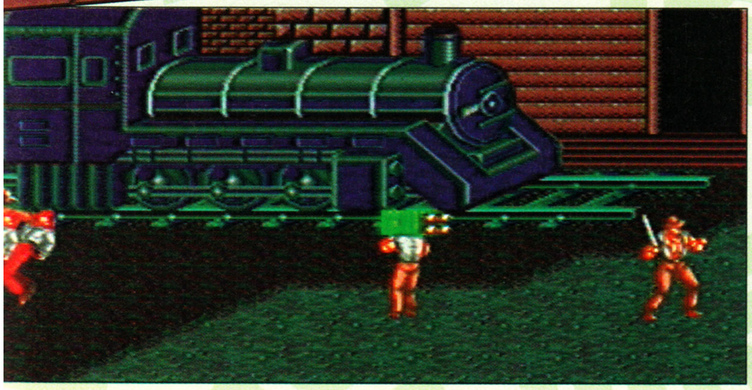
★ Five copies of MS Populous and ten goodie bags hanging from a pear tree.

Nikki "Mary" Hemming of Tecmagik then asked: What is Tecmagik's next Master System release?

A Sky Birds B Deputy Dog C Beast

See page 75 for more details and official competition entry form.





GRAPHICS	▲ Well defined, good looking sprites. ▲ Terrible animation and bland levels	76
SOUND	▲ The gun sounds okay! ▲ Trashy music and naff effects.	69
GAMEPLAY	▲ Original combination of fisticuffs and weapons. ▲ One or two amusing attacks add humour.	80
CHALLENGE	▲ Not enough levels. ▲ No two-player model.	59

The potential is there, yet the lack of challenging content limits lastability.

PROSCORE 70

HERZOG ZWEI

STRATEGY WARGAME

MEGA DRIVE

80

Strange title, strange game. A huge product with very detailed scenery re-enacting a war of gigantic proportions. Multiple arcade elements add to the fun. Even better in two-player mode. *Zwei* combines fine strategy with ruthless blast'-em-up action to produce an exhilarating and highly addictive hybrid.

IMMORTAL, THE

ARCADE ADVENTURE

MEGA DRIVE

94

Superb blood splattered graphics and attention to detail herald the entrance of *The Immortal*. Very addictive game with the level of the puzzles set just right to ensure progress. One of the SegaPro team's personal favourites and guaranteed to last centuries. Don't miss out on this one.

IMPOSSIBLE MISSION

ARCADE ADVENTURE

MASTER SYSTEM

85

You must explore rooms and search the furniture for parts of the secret passwords to shut down Elvin's computer. Excellent use of speech (!) in this very addictive arcade adventure. Good graphics and excellent gameplay put this head and shoulders above the rest.

INSECTOR X

SHOOT-'EM-UP

MEGA DRIVE

95

Sensational graphics in one of the best shoot-'em-ups ever. Multiple weapons and weird bugs to blast this is a classic. There are five massive planets to ravage with all boasting astounding graphics and sound is well up to scratch. A two-player mode would have been nice...

JAMES POND

ARCADE ADVENTURE

MEGA DRIVE

73

The first totally British game programmed for the Mega Drive. Battling against the fiendish Dr Maybe and his polluting henchmen, Pond has a distinctly environmental theme. Cute and humorous graphics over 12 missions, and very suspect collision detection and repetitive objectives. Gets boring and tedious after a while.

Faster than a speeding bullet, more deadly than Les Ellis after being woken up early, the Valis sword has saved the day on many occasions.

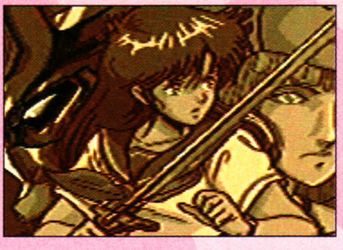
Presently, the holder of the legendary skewer is Yuko Ahso, daughter of the deceased Queen Valia. After her mother's death, the young warrior has decided to restore peace to Dreamland and fend off the impending invasion from the Dark World. To help her in her quest, Yuko has enlisted the help of her sister and current Queen of Dreamland, Valna. Also helping the siblings is Cham, whose history is quite shady.

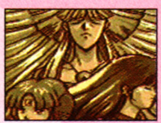
Cham claims to have been born of the Dark World. However, her father was killed after he protested to King Glames, ruler of the Dark World, about his plan to invade Dreamland. After an initial attempt to steal Yuko's Valis sword, they have now bonded together to defeat the common enemy, Glames.

Personally, I wouldn't trust the girl…

SEGA
GENESIS
VALIS III

Valis III certainly looks good right from the start. The extraordinary static and animated screens are second to none – even putting *El Viento* to shame. As with all highly involved Japanese mythology tales, *Valis III* has a complicated plot which is awkwardly described using melt-in-the-mouth graphics and reams of text.





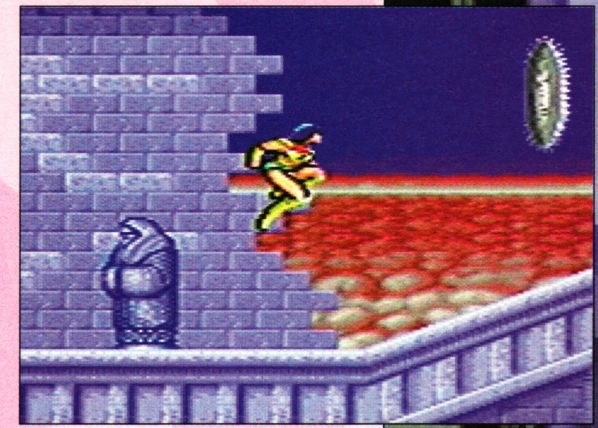
The main character is slightly jerky and hesitant in some of her moves; the pits are unforgivingly precise, requiring pin-point accuracy to negotiate, and I was dismayed to find myself transported right to the start of the level when I died. This is a feature I especially hated, but I could sympathize if this was to compensate for short levels. On the contrary, however, *Valis III* is huge, the levels span many screens and can be frustratingly hard. For mission impossible fanatics, though, *Valis* should prove quite a challenge, with many long and varied levels containing some well-defined monsters and surroundings.

There are good points in there, too. I enjoyed fighting the bull's-head creature, the slug-spitting blob and the shimmering dragon because they represented some of the more original foes in the adventure. The way each guardian employed many different weapons, such as saw blades and fire, made conquering them highly rewarding. I was, however, plagued by an attack of the cling-on monsters, which means an unfair loss of life. The magic was also difficult to invoke and fairly weedy when it finally arrived.

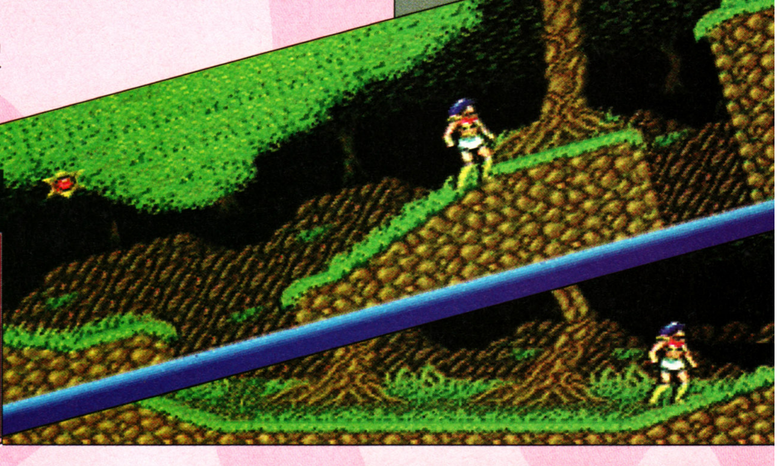
PROTIP **Use Cham on the ferry as her whip makes short work of the dragon and lizard henchmen. Also, try to get a few magical hits on the dragon and shoot the rings he fires to avoid harm. Don't pay the ferryman!**

The involved plot takes some understanding, but it fits in with the action perfectly. Innovative ideas such as the dopelganger ferryman, the ringing of the three bells and leaping off a skyscraper to catch the Valis sword are refreshingly different, as is the swapping of control characters.

One of *Valis III*'s strongest assets is the way you never know what is happening next. All too often with this genre, you can predict all the guardians and run-of-the-mill zones to explore, with *Valis III* I was actually



Yuko has successfully
rung the bells of justic
now she must ascend
clouds to save dream-
land. The old geezer
the left spouts mystica
rubbish so it's best to
ignore him. This level
particularly tricky
because you are
besieged by spinning
coins (right) and raver
devil dogs. You will a
meet a couple of old
friends. One of *Valis*
flaws is to be found a
summit of this ramp.
Knights attack from a
sides and it is totally
impossible to survive
still, you've got to lau

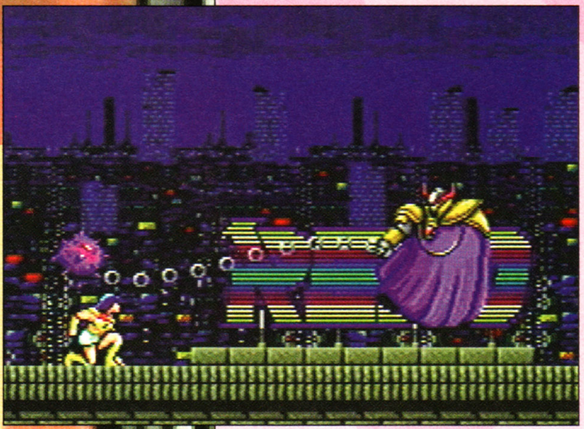


PROFILE VALIS III ● TELENET ● £44.99 ● OUT FEB

CART SIZE	8Mbit
PLAYERS	1
STAGES	3
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Ubi Soft
Saddlers Road
100 Reading Road
Yately, Camberley
Surrey GU17 7RX
✆ (0252) 860299

VALIS III



Get a face full of this, our heroine is only on the first level and already she is confronted with a suspect character in a cloak. She better have her wits about her because this mother uses circular saw blades to slice opponents in two, and this ball and chain isn't for laughs. The best tactic is to lie low, deflect the blades and keep hitting him – eventually it's curtains and you can continue on your epic quest to pastures new, enemies bold, territories uncharted.

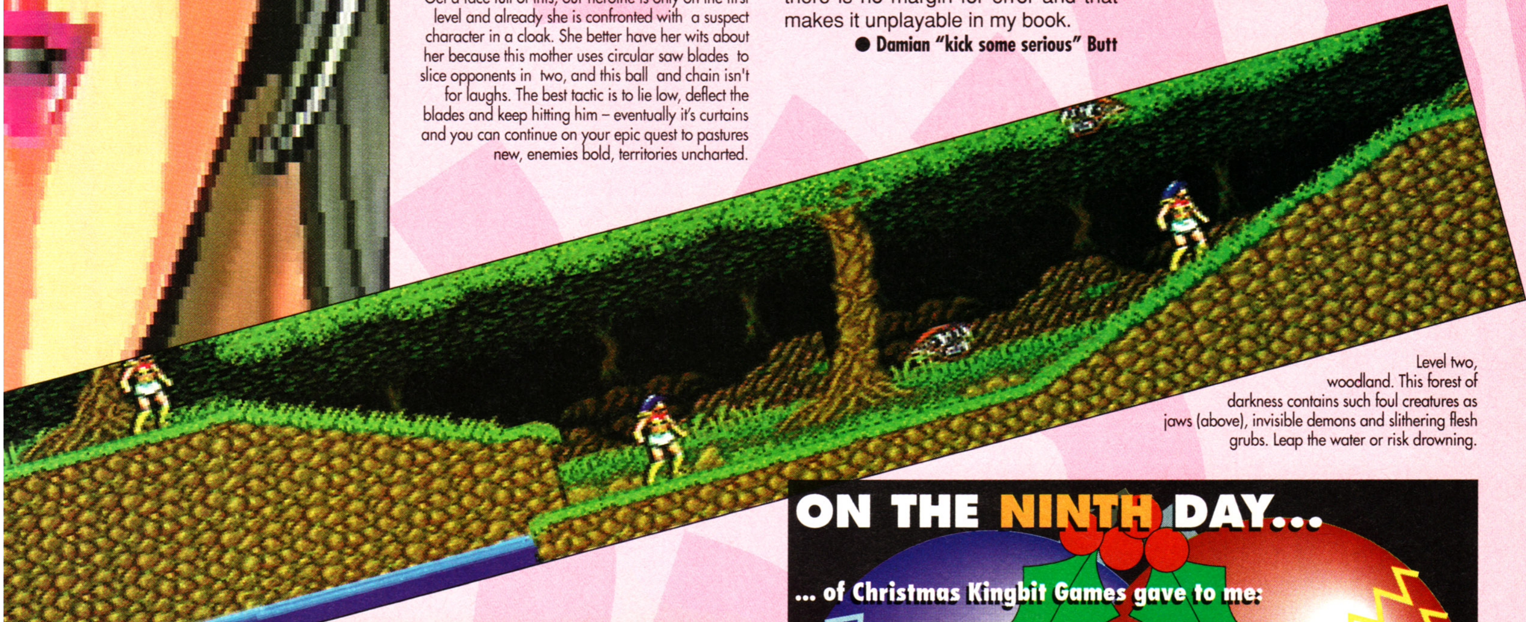
surprised by certain events and this gave me a fresh perspective.

There is also a whomping soundtrack that is truly amazing; the Japanese seem to have a knack for creating mood music and raw energised electric noise. Each level has a long sonic accompaniment which is barely complemented by actual SFX. The noises in *Valis III* are sadly restricted to a metallic swipe of the Valis sword and a pathetic crunch as all enemies are sliced in two.

With exemplary static screens and tunes, *Valis III* tries to compete in the ProYo! stadium but fails miserably due to its frustrating difficulty and too precise control method. In this game, there is no margin for error and that makes it unplayable in my book.

● **Damian "kick some serious" Butt**

GRAPHICS ▲ A sign of the CD times. ▲ Detailed, original and exhaustive settings.	**91**
SOUND ▲ Astounding tunes will blow you away. ▼ Hardly any satisfactory effects.	**78**
GAMEPLAY ▲ Early levels are exciting to explore. ▼ Too precise and subsequently frustrating.	**76**
CHALLENGE ▲ Easy to get engrossed in the adventure. ▲ Some goons are very unfair.	**85**
Lacks the edge-of-the-seat gameplay that made *El Viento* such a winner. **PROSCORE**	**79**



Level two, woodland. This forest of darkness contains such foul creatures as jaws (above), invisible demons and slithering flesh grubs. Leap the water or risk drowning.

ON THE NINTH DAY...

... of Christmas Kingbit Games gave to me:

★ One Game Gear and copy of Ninja Gaiden in a pear tree.

Dave "Rudolph" Beggs at Kingbit then asked:
What is the name of the central character in Ninja Gaiden?

A Ryu B Sonic C Alex Kidd

See page 75 for more details and official competition entry form.

Valis V – The Bikini Busters?

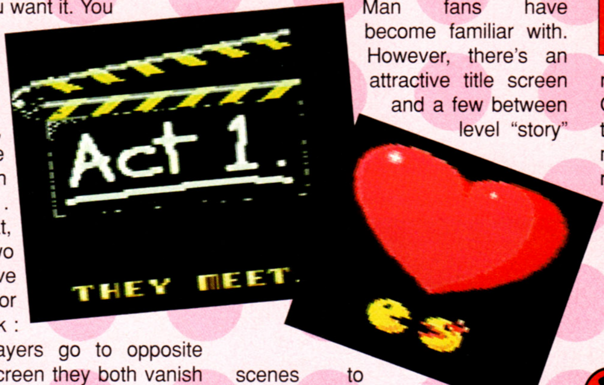
Ms PAC-MAN

This guy has more lives than a cat, more sequels than Friday the 13th and an appetite that would make us proud to include him in The Crowing Cock sausage sandwich run. Pac-Man has been with us since, well, since before young Damian was born.

The Pac chap was a smash in the arcades and a hit on most computers. Then came the sequels – or the Pac pack. Pac-Mania (SegaPro#1), from Tecmagik, was the most recent to appear, but not content with letting him revel in his own success, Pac-Man's girlfriend has tried to muscle in on the glory and steal some of the limelight.

The story runs like this. Pac-Man is so successful that his agent, Pete Pill, has been offered huge wads of cash if Ms Pac-Man will dish the dirt on her boyfriend's rise to fame. Instead, she grabs the cash and invests it in a game of her own – thus increasing the Pac household income to unheard-of levels. And all from a family of big-mouthed, fat, yellow people.

If popping pills is your thing then Ms Pac-Man has the options to let you do it any way you please. These options let you customise the game pretty much how you want it. You can take on the ghosts single-handed, team up with a friend, or compete against an enemy. Sounds great, but the last two options have one major drawback: when the players go to opposite ends of the screen they both vanish and you have to try to retrace your steps to get back, a bit like playing blindfold.

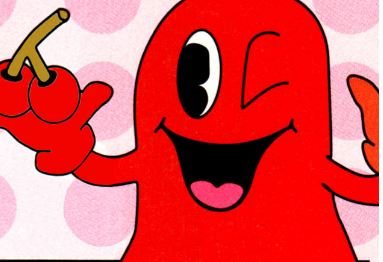


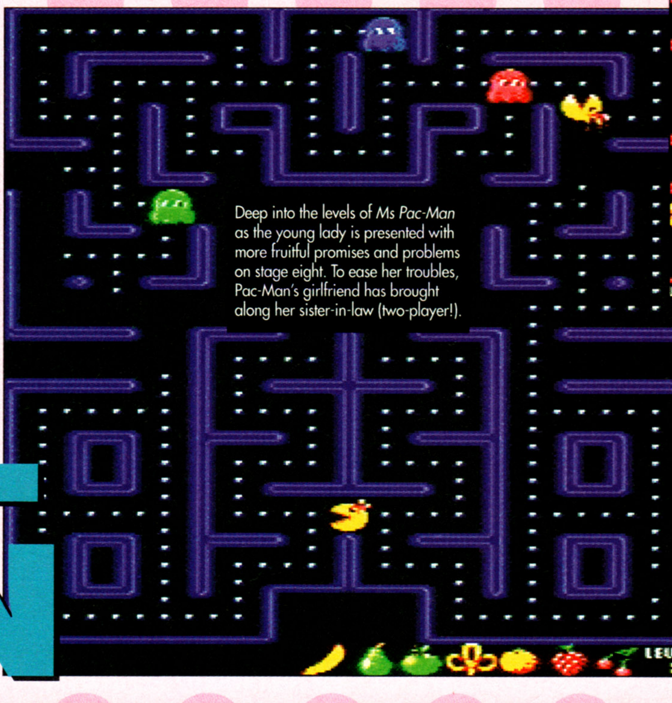
To look at, *Ms Pac-Man* is basically the same as any Pac-Man game. Although they can get quite large and complex, the mazes are your stock-standard Pac-Man constructions; tunnels to the sides, pills, power pills, ghosts, etc. The characters are all pretty small and carry very little detail – we *are* talking Pac-Man here, though. Complex 3-D vector graphics are not something Pac-Man fans have become familiar with. However, there's an attractive title screen and a few between level "story" scenes to brighten things up. The aural accompaniment follows much the same path. There's a quick burst of music at the start of each level and the usual pill-crunching sound effects.

The concept of Pac-Man may be ancient, but it has stood the test of time better than any other format I know – even Space Invaders. Okay, so my granny could program this game (almost) and couldn't fail to make it enjoyable. The only question remaining is, why did Domark? *Ms Pac-Man* may be good, but three quid, let alone 30!, is a lot to pay for such a simple game.

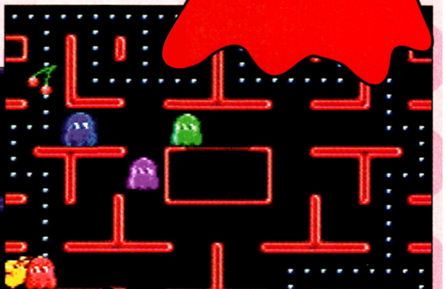
● **Les "pill popper" Ellis**

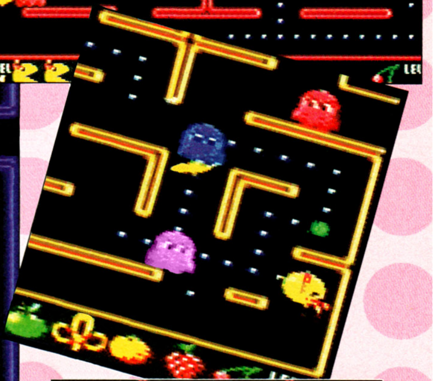
PROTIP In two-player teamplay mode, make sure you stay in the same area of the screen. If you go off at tangents, you will find yourself disappearing and usually running into a ghost.





Deep into the levels of *Ms Pac-Man* as the young lady is presented with more fruitful promises and problems on stage eight. To ease her troubles, Pac-Man's girlfriend has brought along her sister-in-law (two-player!).





PROFILE

MS PAC-MAN ● DOMARK ● £29.99 ● OUT NOW

CART SIZE	1Mbit
PLAYERS	2
STAGES	endless
SKILL LEVELS	3
FEATURES	teamplay

SUPPLIER
Domark Software Ltd
Ferry House
51-57 Lacy Road
Putney
London SW15 1PR
✆ (081) 7802222

GRAPHICS	▲ Excellent title screen and between level shots. ▲ Small bland levels and graphics.	74
SOUND	▲ Horrendous tune. ▲ Minimal Pac effects for pick-ups etc.	60
GAMEPLAY	▲ Very repetitive pill popping. ▲ Various two-player modes are novel.	74
CHALLENGE	▲ Absolutely stacks of difficult levels. ▲ Four different maze themes.	76

The one-player mode soon becomes boring – needs a friend to ensure longevity.

PROSCORE 72

DIAL-A-TIP

CHEATS, TIPS AND GAME SOLUTIONS

CHEATS GALORE	0898 101234
(FROM IRELAND	*03000 21244)*
CONSOLE HOTLINE	0898 299 390
CONSOLE CHEATS AND TIPS	0898 299 391
NEW SERVICE SEGA CHEATS AND TIPS	0898 299 333
NEW SERVICE NINTENDO CHEATS AND TIPS	0898 299 313
NEW SERVICE SHADOW OF THE BEAST HELPLINE	0898 442 022
NEW SERVICE HEROES OF THE LANCE HELPLINE	0898 442 025
NEW SERVICE THE IMMORTAL HELPLINE	0898 445 928
COMPUTER FUNLINE	0898 299 399

FOR FULL INFORMATION ON ALL OUR OTHER HELPLINES RING 0898 445 904

★ *ALL SERVICES UPDATED WEEKLY* ★

PROPRIETOR:- JACQUELINE WRIGHT, P.O. BOX 54, SOUTHWEST MANCHESTER M15 4LS

Calls cost 36p a min at 'cheap rate' and 48p a min at all other times.

VIDEO GAMES STOCKISTS

ARE YOU LOOKING FOR THE LATEST, BEST, HOTTEST RELEASE JAPANESE/ ENGLISH GAMES? OUR CHOICES AND PRICES YOU JUST CAN'T BEAT. EXPRESS DOOR-TO-DOOR DELIVERY BY COURIER SERVICE (3-4 WORKING DAYS)

MEGA DRIVE/GENESIS

NBA Lakers Vs Celtics (Spt)
Road Rash
Fatal Rewind (Act)
PGA Golf (Spt)
EA Ice Hockey (Spt)
James Pond – Robocod II (Act)
F-22 Interceptor (Sht)
Ring of Power (Act)
Buck Rogers (Sht)
John Madden Football II (Spt)
Bare Knuckle (Act)
Undead Line (Act)
Beast Warriors (Act)
I Love Donald Duck (Quack Shot)
A Supreme Ruler of Turbulent Age
Ninja Burai Densetsu (Sml)
Taiheiki (Sml)
F-1 Grand Prix (Rac)
Super Fantasy Zone (Sht)
Wani Wani World
Tecmo World Soccer (Spt)
Fighting Master (Act)
Golden Axe II (Act/Rpg)
Dahna (Act/Rpg)
Task Force Harrier (Sht)
Double Dragon II (Act)

GAME GEAR

GG-Shinobi (Act)
Mickey Mouse (Act)
Out Run (Rac)
Fantasy Zone Gear (Sht)
Galaga '91 (Sht)
Ninja Gaiden (Act)
Axe Battler (Act)
Frogger (Act)
Wall of Berlin (Act/Rpg)
Game Paradise of Kunichan (Oth)
GG Aleste II – Galvanic Gunner
Midymaze (Puz)
Heavy Weight Champ (Spt)
Donald Duck – Lucky Dime (Act)
Space Harrier (Sht)
Sonic The Hedgehog (Act)

SUPER FAMICOM

Raiden Trad (Sht)
Chohmakaimura (Act)
Joe & Mac (Act)
Castlevania V (Act/Rpg)
Zelda Densetsu (Act)
Musya (Act/Rpg)
Dimension Force (Sht)
Super Fire Pro Wrestling (Spt)
Lemmings (Act)
Thunder Spirit (Sht)
Fist of North Star (Act)
F-1 Exhaust Heat (Rac)
Super Aleste (Sht)
Super Pinball (Oth)

GAME BOY

Double Dragon II
The Simpsons
Ninja Gaiden
Battletoad
Dick Tracy
Bomber King II (Act)
T.M.N.T. II (Act)
Home Alone (Act)
Beetlejuice (Act)
Bugs Bunny II (Act)
F-1 Hero (Rac)
World Beach Volley '91 GB Cup
Sagaia (Sht)
Metal Jack (Act)

PC-ENGINE/SEGA MASTER SYSTEM/OTHER TITLES/ACCESSORIES – CALL OR FAX

For Retail Tel: 010-65-535 7584 **For Wholesale Tel: 010-65-534 5078**
Enquiry/Order Fax: 010-65-535 1551
We accept L/C, T/T Remittance, Visa/Mastercard, AMEX.

Saat & Sach Pte Ltd

OFFICE:
81C Boat Quay, Singapore 0104

MAILING:
Raffles City, PO Box 1193, Singapore 9117

KC's COMPUTERS WISHES YOU ALL A HAPPY NEW YEAR

3 HIGH STREET, LOUGHBOROUGH, LEICS, LE11 1PY **OPEN 9.30am TO 7.00pm**

AMERICAN FAMICOM

US Famicom Scart and Super Mario IV
£219.95

Actriser	48.95
Combat Basketball	39.95
F-Zero	39.95
Final Fantasy II	48.95
Final Fight	39.95
Hole in One Golf	42.95
Home Alone	44.95
Pilot Wings	39.95
Paperboy II	39.95
Populous	39.95
Sim City	42.95
U.N. Squadron	39.95

Call for new arrivals

Convertor for US to JPN carts only £24.95

Famicom Pal, 2 pads and power supply
£229.95

Famicom Scart, 2 pads and power supply
£189.95

E.D.F.	44.00
Ghouls & Ghosts	48.00
Hyper Zone	38.00
Joe & Mac	49.95
Castlevania	48.00
3D Form Soccer	Call
Thunder Pro	Call

GAME GEAR

GAMEGEAR £89.95
With Master Gear and Sonic
£124.95

TV Tuner	69.95*
MASTER GEAR	19.95*
Wide Gear	15.95*
Aleste	Call
Batter Up	24.00
Donald Duck	24.00
Dragon Crystal	19.00*
Factory Panic	19.00*
Flogger	24.00
Furei	Call
Galaga 91	24.00
Golden Axe	24.00
Griffon	24.00
Heavy Weight Champ	24.00
Halleys War	24.00*
Joe Montana	24.00*
Kick Off	Call
Mickey Mouse	24.00*
Ninja Gaiden	24.00
Outrun	24.00*
Poker	24.00*
Put n Putter	19.00*
Rastan Saga	24.00
Space Harrier	Call
Shinobi	24.00*
Super Monaco GP	24.00*
Wall of Berlin	24.00
Woody Pop	19.00*
Wonder Boy	19.00*

** = UK Cart Available*

MEGA DRIVE

JPN MEGADRIVE
£94.95
+ SONIC HEDGEHOG
£119.95

Alien Storm	29.00
Arrow Flash	18.00
Arnest Evans	Call
Bonanza Bros	24.00
Beast Warriors	33.00
Cal. 50	Call
Crack Down	18.00
Dino Land	28.00
Devil Crash	37.00
Dick Tracy	19.00
Double Dragon	Call
Heavy Nova	Call
Kabuki Warrior	37.00
Marvel Land	31.00
Magical Hat	24.00
Moon Walker	19.00
Heros	33.00
Ninja Burai	Call
Outrun	24.00
Ringside Angels	28.00
Runark (Growl)	34.00
Strider	24.00
Sonic Hedgehog	29.00
Super League 91	29.00
Undeadline	Call
Veritex	19.00
Wardner Forest	19.00
Wrestle War	29.00

UK MEGADRIVE
£119.95
JPN GAMES CONVERTOR
£6.95

688 Attack Sub	37.00
Alien Storm	33.00
Abrams Battle Tank	38.00
California Games	38.00
Beast Warriors	38.00
Donald Duck	34.00
Double Dragon II	38.00
EA Hockey	37.00
Fatal Rewind	33.00
F22 Interceptor	39.95
Fighting Master	33.00
Fantasia	35.00
Heavy Nova	39.95
Immortal	39.95
Joe Montana II	38.00
Marble Madness	38.00
Mike Ditka Football	24.00
Pitfighter	38.00
Robocod	38.00
Sonic Hedgehog	33.00
Streets of Rage	37.00
Shadow of the Beast	39.95
Shining and Darkness US	42.00
Star Flight	38.00
Taskforce Harrier Ex	Call
Turrican	29.00
Toki	Call
Toe Jam and Earl	37.00

GAMEBOY

Gameboy	from 54.95
Atomic Punk	24.00
Altered Space	24.00
Blades of Steel	24.00
Bugs Bunny II	24.00
Battle Toads	24.00
Bill & Teds Adventure	24.00
Choplifter II	24.00
Caesars Palace	24.00
Castlevania II	24.00
Double Dragon II	24.00
Fortified Zone	22.00
Gauntlet II	24.00
Gremlins II	19.00
Home Alone	24.00
Mega Man	19.00
Ninja Boy	19.00
Roger Rabbit	24.00
Robocop II	24.00
Turrican	24.00
WWF SUPERSTARS	24.00
Game Keeper	28.95

Call for all other extras

LYNX

Awesome Golf	27.95
Chequered Flag	27.95
Hard Driving	27.95
Ninja Gaiden	27.95
Scrapyard Dog	27.95
Turbo Sub	27.95
Tournament Cyberball	27.95
Viking Child	27.95

SALES HOTLINE (0509) 211799 FAX (0509) 217492 TRADE TEL/FAX (0509) 217492

POSTAGE COSTS: £1.50 PER ORDER, PLUS £5.50 ON CONSOLES. PAYMENTS ACCEPTED FOR 24HR DESPATCH, POSTAL ORDER, VISA, ACCESS, MASTERCARD. CHEQUE ORDERS ARE SUBJECT TO CLEARANCE. FOR NEXT DAY DELIVERY PLEASE WRITE ADDRESS AND CARD DETAILS ON BACK AND ADD £1 FOR SPEED CLEARANCE. PLEASE ENQUIRE ON PART EXCHANGE GAMES AND CONSOLE EQUIPMENT FOR ALL CONSOLES. WE ALSO SUPPLY MASTER SYSTEM II, AMIGA, ATARI ST, IBM PC, PC ENGINE, NINTENDO, AND COMMODORE CDTV AND SOFTWARE. PLEASE CALL FOR MORE INFORMATION.

ROLLING THU

Ever fancied yourself as James Bond? Okay, so you might spend 90% of your time looking over your back for evil henchmen, but the job certainly carries its perks. Of course, there's the women and never-ending flow of champagne, but there's also the adventure. There's nothing like a good chase to get the adrenalin pumping, or an undercover rescue operation to get the heart pumping. Rolling Thunder 2 provides both the girl and the mission, and plenty of evil henchmen to keep you on your toes.

At the root of the problem is your old adversary, Geldra, the international terrorist group. They are suspected by the World Criminal Police Organisation to have shot down important satellites from around the Earth, thus preventing the crucial flow of information around the planet. The world is in turmoil, and unless you can uncover the real truth behind this, along with hard proof for the public, the peoples of the world will revolt. Time is running out...

The presentation in *Rolling Thunder 2* is gorgeous. It starts by introducing the two characters, Leila and Albatross, by scanning along massive pictures of them. You then see them both sprint across the screen, spin around, pull their guns and fire bullets into the screen. A short collection of pictures then tells the story so far, in English, to set the engrossing atmosphere.

Options are everything you could ask for. It's basically one- or two-player simultaneous, and a password system to allow access to all the levels. But the passwords aren't made up of numbers etc, they comprise a selection of words onscreen. For instance, to access one level you may have to pick words to make the cryptic code A MAGICAL MACHINE MUFFLED THE KILLER.

GRAPHICS	▲ Super smooth animation and parallax. ▲ Wide range of backgrounds and objects.	**92**
SOUND	▲ Did they sample the real Bond's gun? ▲ Loads and loads of great tunes.	**88**
GAMEPLAY	▲ One of the best two-player shoot-'em-ups. ▲ Very accurate and very playable.	**90**
CHALLENGE	▲ Tough in both modes. ▲ Tons of very long stages.	**90**
PROSCORE	One of the most addicitve and challenging two-player games ever made.	**91**

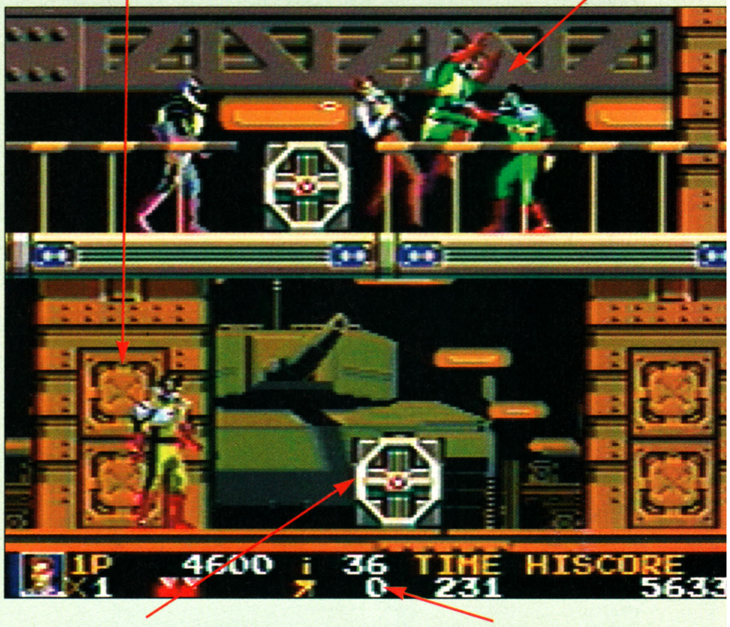
The music option again is unique. Select the music test and you are presented with the Rolling Thunder band (a real bunch of freaks) who will play any piece of music you select via the tape deck controls. Totally unnecessary, but appreciated all the same.

As you start each level, the WCPO sends you a short message revealing what information they have found out so far. This is often followed by a picture of you and your partner exchanging words. The inter-stage story screens help create and sustain the atmosphere all through the game.

The stages take you to all parts of the world. One minute you'll be dropping in via parachute to Egypt, while the next you could find yourself in some futuristic underground complex. Above ground, the smooth parallax scrolling is accompanied by some bright, sun-soaked graphics, while underground scenes are presented in a darker more sinister palette.

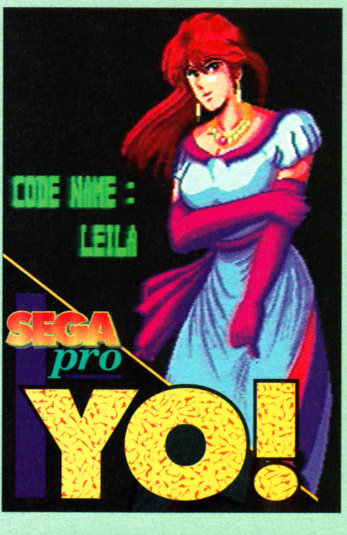
Make sure you check out all the doors as some of them hold special bonuses.

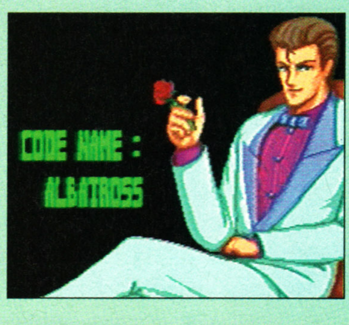
Take care when jumping into opponents as they have a vicious punch that can kill faster than a bullet, look out for rogue grenades as well.



Crouch down when you reach these blocks and you will be able to get a clear shot at the next enemy on screen from cover.

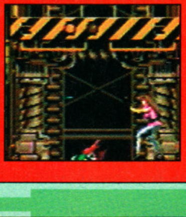
This shows how many rounds you have left in your machine gun, don't be scared to use it liberally to dish out some punishment.

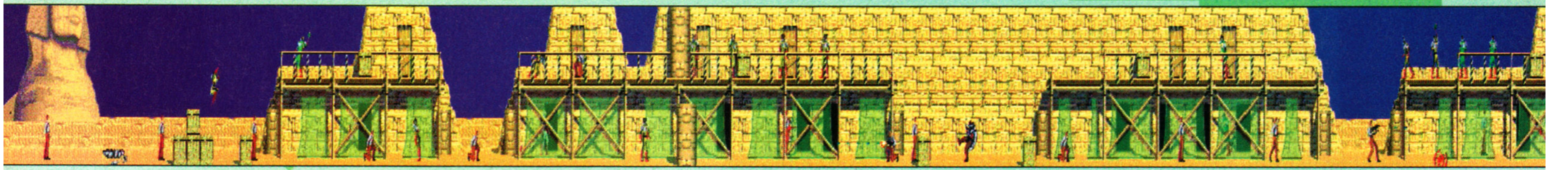




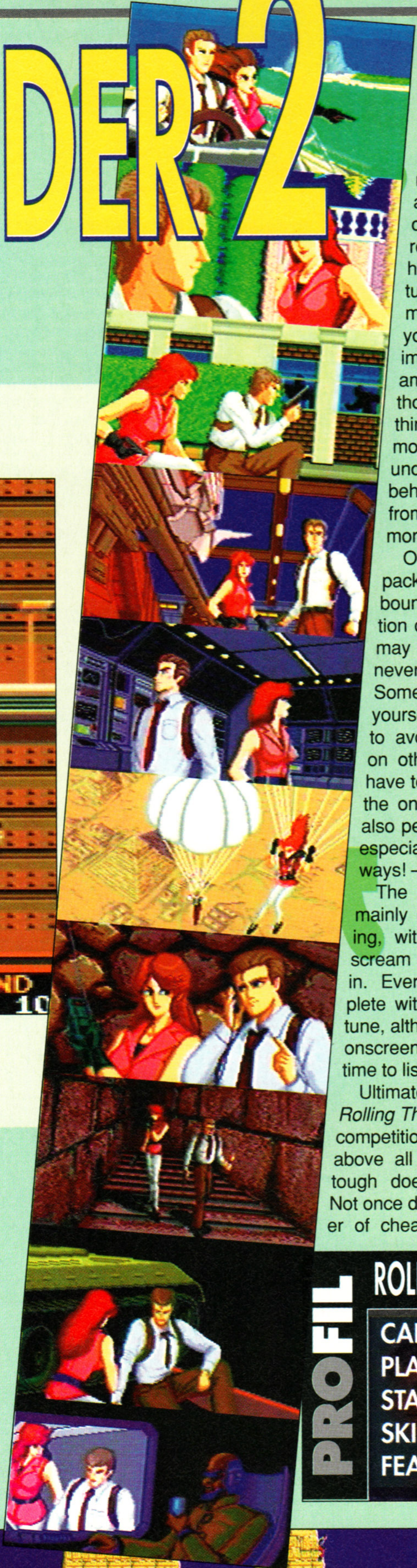
After infiltrating the HQ of the criminals Leila and Albatross find themselves journeying to the heart of Egypt to do final battle and hopefully restore world peace. Even if you don't at least you get a trip round the world on expenses.

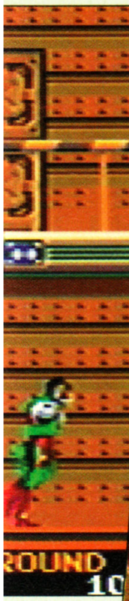
PROTIP **On level ten, when you get to the elevators always ride on the bottom platform. You get the chance to shoot the enemy before they get you, but watch out for grenades. In two-player mode, get one person on each side of the lift and it becomes a doddle.**





NDER 2





All the levels are long and varied. My personal favourite is mission eight, set deep amongst the pyramids of Egypt. Special sand reptiles create major havoc, with other creatures popping out of massive pots to surprise you. By far the most impressive section is amongst the nets, though. These provide a third dimension to the movement, as you duck under the scaffolding and behind the nets for safety from the grenade-lobbing monsters above.

Obviously, with 11 packed stages, you are bound to get some repetition of enemy sprites. They may reappear, but they are never predictable. Sometimes you may find yourself hiding in a doorway to avoid their bullets, while on other occasions you will have to jump or duck to avoid the onslaught. And they can also perform all these tricks – especially hiding in the doorways! – so life is never boring.

The sound effects consist mainly of excellent gun blasting, with a particularly nasty scream occasionally breaking in. Every stage comes complete with its own adventurous tune, although with all the action onscreen you won't get much time to listen to the music.

Ultimately, the gameplay sets *Rolling Thunder 2* way above the competition. It's fast, furious and above all very, very tough. But tough doesn't mean it's unfair. Not once did I accuse the computer of cheating – although it did seem particularly knowledgable at where I would stand most of the time.

One good point is that the game is actively harder in two-player mode, so you won't be able to grab hold of a friend and finish this one first go like *Streets of Rage*. Also, the game doesn't follow a predictable format, sometimes you may have a large mechanical monster to overcome at the end of the mission, others it may just need you to reach a specific door.

Rolling Thunder 2 is destined to become a classic platform shoot-'em-up. The game is loaded with neat touches and is simply everything you could ever want in a game. It's also about a million times better than the arcade original, so fans of that game will be amazed at this.

● **Les "thunderstruck" Ellis**

IMPORTANT!

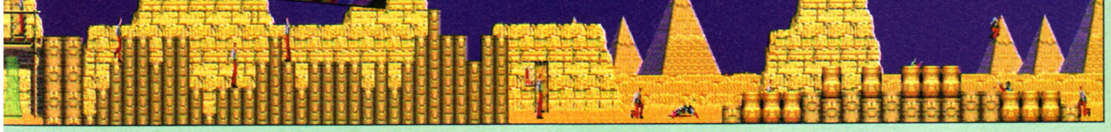
Rolling Thunder 2 is the first game to detect whether it is running on a UK or Japanese machine and bar users in the UK from playing it. Put simply, the import version will only work on Mega Drives that display Japanese text. If your machine is an official UK version (with a white start button), the game will not work. If your machine is a Jap import which has been switched to display Jap text in English, the game will not work. If you can fool the game into thinking it's running on a Jap machine (by getting your MD converted to display Jap text), then you'll be able to play the Japanese version of _Rolling Thunder 2._ If you're confused, ask the grey importer for more information.

PROFIL

ROLLING THUNDER 2 ● NAMCOT ● £35 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	11
SKILL LEVELS	1
FEATURES	teamplay

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
☎ (0782) 712759



JAMES POND II

JAMES POND
COPYRIGHT 1991 MILLENNIUM
LICENSED BY SEGA ENTERPRISES LTD

ARCADE ADVENTURE

MEGA DRIVE

95

He's back. The fish with the death wish, top secret agent James Pond, returns to the Mega Drive in his second and most amazing adventure. This game is huge – not just in terms of play area, but in speed, playability, graphics and sound. It's an absolute corker and makes Sonic look slow!

JEWEL MASTER

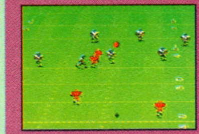
SHOOT-'EM-UP

MEGA DRIVE

88

Superb graphics and earth shattering sound greet you along with fine arcade action. Some of the meanest level guardians you will ever see and huge levels to battle through.

JOHN MADDEN FOOTBALL



SPORTS SIM

MEGA DRIVE

90

The first and, until its successor (*John Madden '92* reviewed this issue on page 46) appeared, the best American football game. Good in one-player mode. Very addictive and fun to play, especially in two-player mode. Fine graphics and speech make it even better.

JOE MONTANA'S FOOTBALL

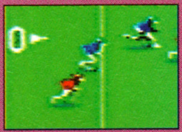
SPORTS SIM

GAME GEAR

82

The first American football game on the Game Gear – and a damn fine attempt too. Detailed graphics and good sound, a must for any serious football fan. The ultimate challenge though, is being able to hold a can of beer and some popcorn while playing?

JOE MONTANA'S FOOTBALL



SPORTS GAME

MASTER SYSTEM

80

Plenty of different plays are available to you as you attempt to overcome all-comers in this classic American football game. Suffers from being terribly easy. Quite a good game, though, if you are a fan of the sport.

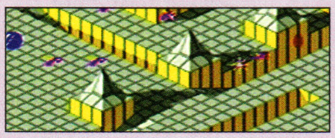
That always puts a strain on the relationship.

MARBLE MADNESS

I bet the public must have thought Atari had completely lost their marbles when they were asked to guide a ball-bearing through a series of mazes. But, like most simple ideas, the arcade game became a tremendous success.

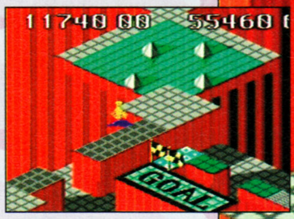
Before long, arcade addicts everywhere were beating their balls with their hands trying to reach those climatic levels. (Much more innuendo like that will get us banished to the top shelves in WH Smith.)

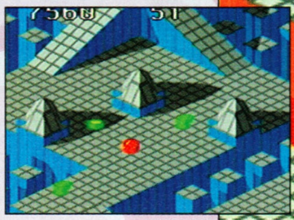
Anyway, you get the idea, all you have to do is guide a marble around an assault course that would make your average marine think twice. To make matters worse, you have a time limit to do it in. Exceed that and your balls will explode, leaving a second player to clean up the mess. You'll need more ball control than a bus load of choir boys.

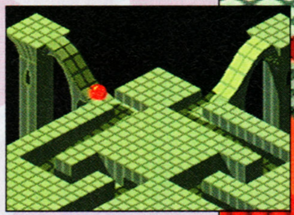


Admittedly, I've played the arcade version of *Marble Madness* a few hundred times, but it's been quite a while so I was really looking forward to getting my hands on this.

Thankfully, Electronic Arts have kept the most important option, the simultaneous two-player feature. And practically everything else is there too, the only trouble is that when you're paying £34.99, you expect something a bit extra and that's what this game is lacking.







The title screen is bright, vivid and sets out all the options clearly. As for game graphics, well as far as I can tell, they are exactly the same as the coin-op. The impression of height is very well-reproduced, right down to the precarious feeling when you are teetering over an abyss.

In our version, we only had three difficulty levels, but EA assure us that the production version will have eight. Let's hope so, because the three we had didn't hold much long-term addiction.

It's a shame that EA have obviously had to do a direct conversion of Atari's arcade game as an MD-specific version of this would have been superb. Sadly, it's untapped potential.

● **Les "ball-breaker" Ellis**

PROFILE

MARBLE MADNESS ● EA ● £34.99 ● OUT NOW

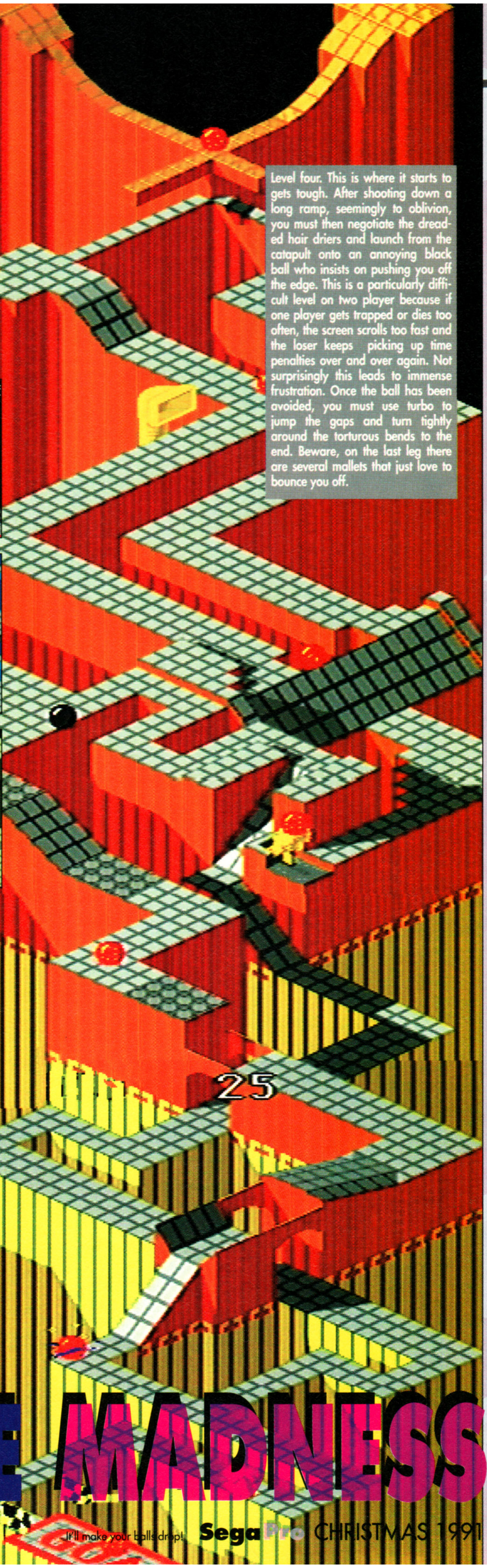
CART SIZE	4Mbit
PLAYERS	2
STAGES	6
SKILL LEVELS	8
FEATURES	teamplay

SUPPLIER
Electronic Arts
Langeley Business Centre
11-49 Station Road
Langeley, Nr Slough
Berkshire SL3 8YN
✆ (0753) 549442

GRAPHICS	▲ Exact reproduction of the coin-op. ▼ Little variety in colour and sprites.	80
SOUND	▲ Most suitable tunes for each level. ▼ Effects are almost non-existent.	71
GAMEPLAY	▲ Excellent control method. ▲ Two-player mode is a lot of fun.	85
CHALLENGE	▲ The levels are initially tough. ▼ But there's simply not enough of them.	84

A perfect conversion – but there should be more to it considering it costs £35.

PROSCORE 81



Level four. This is where it starts to gets tough. After shooting down a long ramp, seemingly to oblivion, you must then negotiate the dreaded hair driers and launch from the catapult onto an annoying black ball who insists on pushing you off the edge. This is a particularly difficult level on two player because if one player gets trapped or dies too often, the screen scrolls too fast and the loser keeps picking up time penalties over and over again. Not surprisingly this leads to immense frustration. Once the ball has been avoided, you must use turbo to jump the gaps and turn tightly around the torturous bends to the end. Beware, on the last leg there are several mallets that just love to bounce you off.

It'll make your balls drop!

SUPER SPACE INVADERS

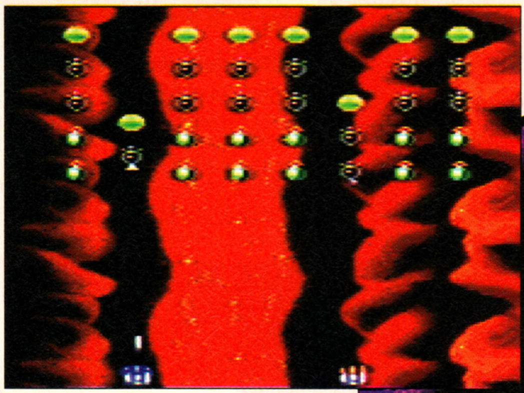
As you sat down to watch the omnibus edition of EastEnders, equipped with your "uppers" to stop you going into deep depression, the aliens invaded. Forget Sunday trading, the extra terrestrials respect no worldly laws and promptly drop four billion tons of landing craft metal on us. The only craft left to swiftly deal with the threat is a cranky, space-going Austin England with a dodgy paint job.

You embark in Maverick 6 (as it is affectionately known) for hostile space to gradually destroy wave after wave of 2-D space craft with the occasional guardian thrown in. Only through a combination of spectacular super weapons, high technology and blind luck will you survive to meet... their leader.

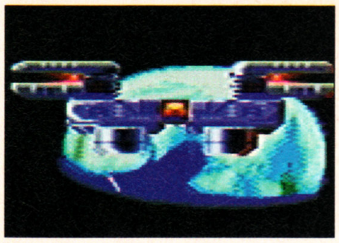
Ah, there's no doubt about it, the souped-up *Space Invaders* is supported by an incredibly display of graphics and sound that is practically unknown on the Master System.

For a start, the options and high score table are laid out on a gorgeous backdrop of spinning stars and a complicated mechanised cockpit. The intro is innovative and may fool you into thinking the game has crashed, even the simple entry of your name in the table is also originally implemented with a spinning alphabet and a laser to zap the letters.

Even this impressive introduction cannot prepare you for the visual feast that makes up the actual game. *Super Space Invaders* really is just that, super, with every level converted from the coin-op in fine style and detail. I was amazed at the standard of some of the sprites and backdrops such as the satellite, lava flow and dark clouds.



[illegible] some of the best you'll ever see on the Master System. Domark have got to be congratulated for turning what could have been a dreary, tired formula into something hugely playable and enjoyable.



The sound, for the most part, consists of alarms and weird dolphin noises, but I'm disappointed to learn that there is no speech.

Gameplay is cranked up to the max by the astoundingly addictive simultaneous two-player mode, with a host of testing and original super-weapons and radical formations never before seen – it makes *Super Space Invaders* one of the most playable games around. You only have to try taking on a multi-layered swarm of bad guys with a field of asteroids raining down on you to see what I mean.

The only problem with all the *Space Invaders* clones, including this one, is that the action may become a tad repetitive after sustained sessions. It can also be totally ruthless and very hard, when they said it was *Super Space Invaders* they meant the enemy, not the game. The only thing they missed out on the aliens were the blue tights and red capes. Get my drift?

● **Damian Butt**

SUPER
SPACE INVADERS
PRESS START
SEGA
DOMARK
TAITO

GRAPHICS	85
▲ Stunning animated backdrops. ▲ Incredibly fast and imaginative aliens.	
SOUND	**71**
▲ Atmospheric tunes and sound effects. ▼ Lack of suitable explosions and no speech.	
GAMEPLAY	**86**
▲ Two-player offers the ultimate carnage. ▲ Slick and fast with some new twists.	
CHALLENGE	**83**
▲ More stages than American Gladiators. ▼ Invaders concept may wear a little thin.	

If you thought Space Invaders was dead, think again – this is a '90s game.

PROSCORE 84

PROFILE

SPACE INVADERS ● DOMARK ● £29.99 ● OUT JAN

CART SIZE	2Mbit	**SUPPLIER**
PLAYERS	2	Domark
STAGES	12	Ferry House
SKILL LEVELS	3	51-57 Lacy Road
FEATURES	teamplay	Putney
		London
		✆ (081) 7802222

ON THE TENTH DAY...

... of Christmas Domark gave to me:

★ Two Pit-Fighter T-shirts in a pear tree.

Claire "Virgin Mary" Edgeley of Domark then asked:
Where am I going ski-ing next year? (She's a strange girl...)

A Corfu **B** France **C** Wales

See page 75 for more details and official competition entry form.

Definition of a spaced invader: ET on acid.

REVIEW EXTRAS

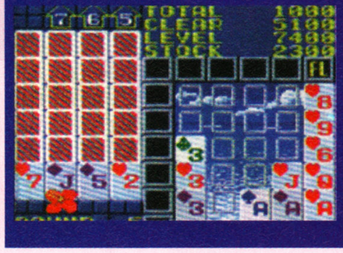
Yet again, another review-packed issue means, unfortunately, that some reviews have to be squeezed into the ProReview Extras. But this is no reflection on their quality, just their own special qualifications that entitle them to appear here. For instance, we had that great game *Speedball 2* in this month from America. However, it only works on Scart Mega Drives and won't be appearing officially till March 1992, so we'll give it a full review then. We've also got *Shadow of the Beast* – another great game – but everyone's read loads about the game already, so all we need to tell you is whether it's good or not. Then there's *Sega Chess*, which has limited appeal and is beyond explanation. Finally, there's a *Batter Up*, *Solitaire Poker* and *Galaga '91*, which somehow missed the ProReview treatment last issue, so we had to get 'em in this month. Damian "sheep" Butt rounds them up this month.

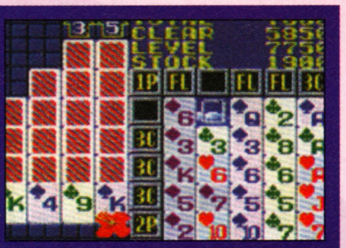
SOLITAIRE POKER
SEGA
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

SOLITAIRE POKER

Game Gear ● Face
£24.99 ● Out Now

Based on the theory that all Game Gear owners are solitary gambling types, this curious game was first released in America and is soon to be official in the UK.





Pick a card. Any card. Then pick one of five columns to drop it into. *Solitare Poker* provides the endless possibilities of poker with the complexity and frustration of solitaire in one or two-player mode.

The graphics are pleasant and a typically cute Japanese tune plays throughout. As for the gameplay, well it is surprisingly fun to play and after a few games, the hustler in everyone is revealed.

The only thing that annoyed me was the way a continental nymph appeared and kept saying "only five more rounds, good luck". Also, on each continue, the cards are dealt in exactly the same way, so it's just a matter of getting the right combination.

I'm not convinced that it will keep me playing for ages but it's a great distraction for a few hours.

SUPPLIER: VIDEO GAME CENTRE
✆ (0202) 527314
PROSCORE 71

GALAGA '91

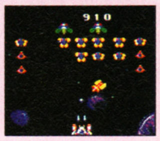
Game Gear ● Namcot
£24 ● Import

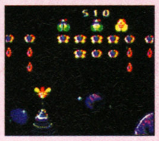
Everyone who thought this nostalgic release was the most ultimate game since the last nostalgic game will be severely disappointed.

If you haven't seen the arcade machine, or the PC Engine conversion, there are more aliens invading, but with the additional twist of having swooping attack patterns and a tractor beam to suck up your ship.

Galaga '91 features below average graphics with minuscule sprites. Your ship resembles an arrow head and the guardians are a half-hearted effort. By now the tired graphics of a bygone coin-op are showing their age, and the sound is nothing more than an eerie afterthought. After a few plays, this sad excuse for a conversion becomes boring and repetitive. Although we loved every other version, we have to recommend you avoid this effortless cash-in at all costs. Stick with *Halley Wars*, unless you want a Black Christmas.

SUPPLIER: CONSOLE CONCEPTS
✆ (0782) 712759
PROSCORE 57



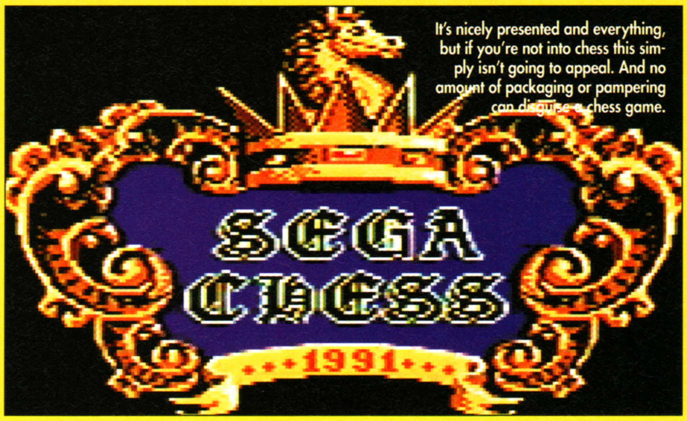


Plays On: Master System, Master System II and Mega Drive/Genesis with Master System/Power Base Converter
FAMILY
SEGA
SEGA CHESS

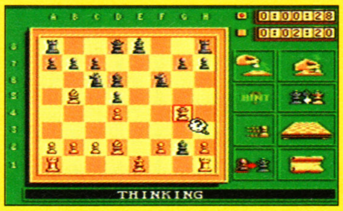
SEGA CHESS

Master System ● Sega
£34.99 ● Out Now

Okay, so chess isn't everyone's cup of tea but you have to admit it does make a change from mindless shoot-'em-ups. *Sega Chess* has to be the definitive chess game, complete with 2- and 3-D views, last move replays and a host of challenging situations to escape from. Sound, of course, is limited, but the speech could definitely be improved. The game is fronted by colourful statics that try to liven up chess's boring image, but that does not succeed.



It's nicely presented and everything, but if you're not into chess this simply isn't going to appeal. And no amount of packaging or pampering can disguise a chess game.



Although I greatly enjoy a tournament of the mind, this does wear a bit thin after long play. Unless you are a massive chess fan, with a white beard, tight-fitting suit, a penchant for speaking in Russian and £35 to spend, you should avoid this tiresome game. Uninteresting and decidedly overpriced.

SUPPLIER: KC'S COMPUTER EMPORIUM
✆ (0509) 211799
PROSCORE 67

ProPrediction [1992]: Steve Carey explodes.

MEGA DRIVE
SHADOW OF THE BEAST
BY PSYGNOSIS
ELECTRONIC ARTS

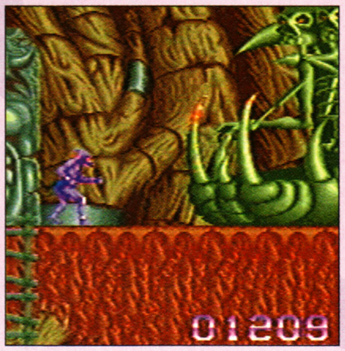
SHADOW OF THE BEAST

Mega Drive ● Psygnosis/EA
£44.99 ● Out Now

Boy what a night! What did you drink? Who did you sleep with? As you stagger over to the mirror and splash water over your tusks you try to remember what happened... Hang on, tusks? It all starts to slowly come back to you. It must have been when you drank that frothing potion given to you by the Beastlord.

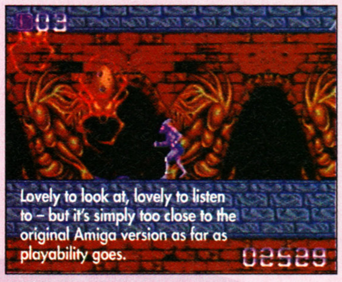
Beast features the unbelievable parallax and stunning graphics that made the Amiga version a smash hit, but then improves on them. The later levels prove to be even better with a demonic decor worthy of HR Giger himself. There is also an atmospheric David Whittaker soundtrack which keeps up with the pace.

The gameplay remains for the most part unchanged from the Amiga, with the same suspect collision detection, some starched enemies and jerky movements – but the tortuous disk-loading has obviously been eliminated. *Beast* is beautiful to look at but limited in gameplay, as it always has been. I would recommend you try before you buy.

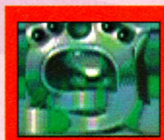


Just one of the many big bosses you'll encounter in the Psygnosis game *Shadow of the Beast*. No doubt about it, the graphics are truly superb. And you should see the most excellent effects in the intro.

SUPPLIER: ELECTRONIC ARTS
✆ (0753) 549442
PROSCORE 79



Lovely to look at, lovely to listen to – but it's simply too close to the original Amiga version as far as playability goes.



SPEEDBALL 2
BRUTAL DELUXE
GENESIS
ARENA
OFFICIAL GENESIS SEAL OF QUALITY

SPEEDBALL 2

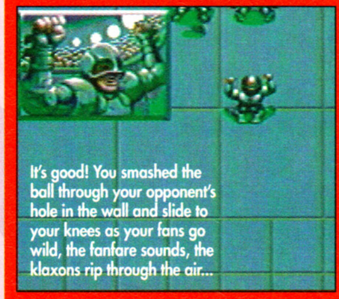
MD (Scart only!) ● Mirrorsoft
£34.99 ● Import

Speedball 2 shares the metallic looking graphics and finely tuned sprites of the original, but it's a great step up from the Master System version.

The team management strategy and gym sections are all excellent and the icons simple to activate. What made this game for me was the hell for leather frenetic matches. It really can be infuriating when a two-player match turns into a thrashing and very often the onscreen violence is re-enacted offscreen. The players are big and ugly, with punching, hooking and diving executed in fine brutal style. The whole game moves at a frightening pace, so you better get your brain in gear.

The spine snapping competition of division one promises to be the ultimate challenge. I doubt anyone will complete this in a hurry.

For tense, nerve-shattering gameplay, *Speedball 2* is second to none. It will never be left to gather dust at SegaPro and we look forward to its official release in March when we'll review it in full.



It's good! You smashed the ball through your opponent's hole in the wall and slide to your knees as your fans go wild, the fanfare sounds, the klaxons rip through the air...

SUPPLIER: VIDEO GAMES CENTRE
✆ (071) 9281454
PROSCORE 92

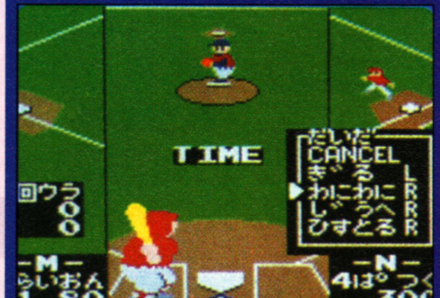
BATTER UP

Game Gear ● Namcot
£24 ● Out Now

Batter Up may be the first GG baseball game, but I do not feel it has captured the action-packed sport in all its glory. The graphics are good, with a sports update, colourful diamond and large, smoothly-animated hitter. However, it is still very difficult to actually strike the ball and fielding is a nightmare with collisions on some of the catches being very dodgy. The computer opponent is as perfect as ever, with the whole game speeding up when he's pitching.

Despite numerous efforts, I was still left feeling cheated. The tunes are blipping sports anthems that don't exactly grab you by the throat and enhance the game. If you are a fan of bat and ball, then *Batter Up* will have to suffice, but most will find it irritating.

(Many thanks to Julian Hammerson, the oldest gamesplayer in England, for supplying this game.)



Steerrike it lucky while the bat is hot. The Japs are baseball crazy which explains the wealth of games on the topic. Unfortunately, in a rush to cash in on the phenomenon, software houses often forget to add playability. *Batter Up* is yet another sad, sad example.

namcot
ギアスタジアム
ゲームギア専用ソフト
GAME GEAR
1·2

SUPPLIER: KC'S COMPUTER EMPORIUM
✆ (0509) 211799
PROSCORE 78

ProPrediction [1992]: Paul Glancey implodes.

Joe Montana II
SPORTS TALK FOOTBALL

Imagine sitting in the commentators' box at a blockbuster Superbowl final. The instant replays flash before you, the director zooms in and out to pick close-ups on the players, while their stats pop up at the end of the quarter. In your headphones, all you can hear is the constant chatter of the enthusiastic TV reporters. The atmosphere is so rich you can smell the chilli dogs.

If you can imagine all that, then you can visualise Sega's sequel to the best-selling Joe Montana Football. Its subtitle, Sports Talk Football, is self-explanatory, but never before has any game had an accurate, speech commentary throughout every minute of the game. The subtitle also suggests that this may be the first in a long series of talking games – let's hope so.

Montana II is certainly well developed in the features department, but can it hope to play against the likes of the mighty Madden '92?

In the wake of *John Madden Football '92, Joe Montana II* has appeared quite quietly. Figuratively speaking, of course, because this game is about as noisy a game as you're going to get. But the only question remaining to ask is, does the speech try to cover up poor gameplay?

Undoubtedly, *Montana II* looks great. The title and team select screens could not be more detailed and the game itself is incredibly well drawn and coloured. I particularly like the weather conditions; playing in the driving rain made the push so much more enjoyable and satisfying.

I usually find American football games follow the same formula, but I'm glad to say this one impressed me with its fresh new outlook. Team selection at the team lockers is original and the Dream Team option is a great idea to build up your star selection.

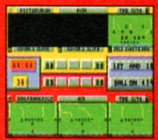
I also cannot fault the ingenuity of touches such as the graphical scoreboard, zoom mode, and the way the players are all realistically animated and move in convincing fluid strides and dives. Despite this, it was clear from the moment I actually stepped onto the grid-iron that *Joe Montana II* is not overly playable.

The selling point is obviously the speech and I have to admit for the first few goes it was excellent and atmospheric. However, after long matches, the novelty wore off – it became so irritating that the switch off option was essential.

Even though *Montana* can be amazingly lifelike, with its speech and TV reporters breaking up the monotony, the pitch action just does not give you a feeling of effort or satisfaction. As a result, you quickly become bored with it. With other "greats" on the market, *Montana* just doesn't score a touchdown with the SegaPro team.

● **Damian "freezer" Butt**

PROTIP When playing the computer, watch his selection of plays. You will notice that he chooses his, then you can alter yours accordingly. Using this method you can anticipate his every move and win.

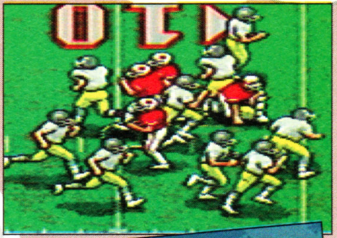


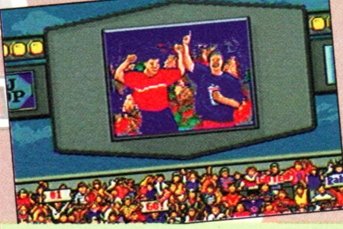
PROFILE

JOE MONTANA II ● SEGA ● £34.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	2
STAGES	n/a
SKILL LEVELS	3
FEATURES	versus

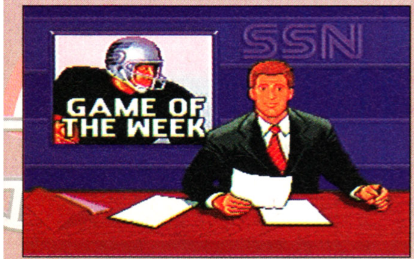
SUPPLIER
Sega Europe
16 Portland Road
London
W11 4LA
✆ (071) 7278070



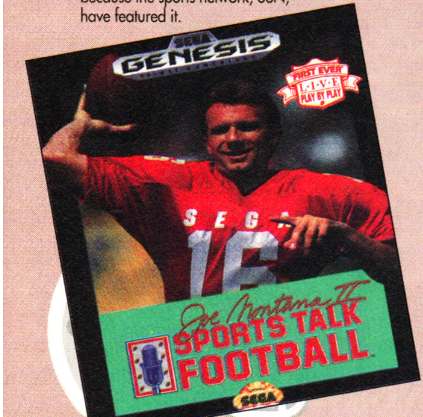


(Above) Here's an interesting "Spot the ball" picture, San Francisco have just executed a shotgun and are pushing to the goaline.

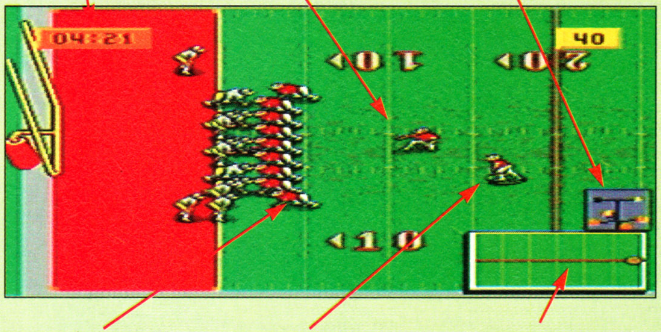
(Left) Touchdown! Two fat supporters throw popcorn and generally celebrate.



It must have been a helluva game because the sports network, SSN, have featured it.



Joe Montana II came out in America at the beginning of the month. You can get the US version from Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759.



This is the time remaining in the quarter.

This player snaps the ball for the kicker.

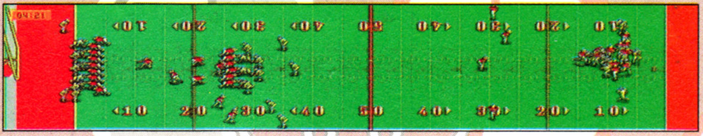
The angle and strength of the kick can be altered by moving the directions on the joypad and this indicator.

Your line of scrimmage, these valiant guys are all that stops your ruthless computer opponent mashing Joe into the dirt.

The controllable kicker: use him to score field goals and get exrta points after touchdowns.

The wind meter shows how strong the headwinds are. A kick in a crosswind could destroy your chances, but it may also swing the balance in your favour.

GRAPHICS ▲ Massive smooth moving players. ▲ TV presenter and scoreboard are original.	90
SOUND ▲ Tune and groans are very realistic. ▲ Constant commentary is very impressive.	94
GAMEPLAY ▲ Fascinating to play at first. ▲ But the action is indistinct and jerky.	81
CHALLENGE ▲ Loads of opponents to challenge. ▲ Twoplay becomes repetitive.	84
Everything is excellent, but the playability suffers from lack of involvement **PROSCORE**	85



The battleground, each team has to encroach on each other's fifty yards of home territory in a desperate effort to get that magic touchdown.

FANTASIA

Entertainment & Leisure Ltd

JAPANESE GAMES

Alien storm	£31.99
Arcuss Oddysey	£31.99
Bare Knucle	£31.99
Crackdown	£19.99
Devil Crash	£21.99
Dick Tracy	£19.99
D J Boy	£19.99
E. Swat	£19.99
Ghouls & Ghosts	£31.99
Golden Axe	£31.99
Gynoug	£31.99
Jewel Master	£31.99
Magical Hat	£24.50
Marvel Land	£30.99
Meres	£31.50
Mickey Mouse	£25.99
Monaco G P	£31.99
Moonwalker	£25.99
New Zealand Story	£25.99
Rolling Thunder 2	£32.99
Sonic the Hedgehog	£31.99
Spiderman	£31.99
Strider	£24.99
Wrestle War	£31.99
Zend Wing	£31.99
Super League	£31.99
Power Stick	£34.50
Jap to UK Converter	£10.00

AMERICAN GAMES

Ice Hockey	£31.99
Roadrash	£31.99
Toe Jam & Cash	£34.99
Donald Duck	£31.50

Full range of American Games in stock→

Please Call→

JAPANESE MEGA DRIVE

With game of our choice!	Compatible with Jap/US/UK games
£119.00	**£105.00**

£119.00
(U.K.)

Game Gear **£89.99**
Game Gear and any game **£109.00**
Master Gear: Play master system games **£23.00**
Power Supply **£9.99**

Fantasy Zone	£19.99	Frogger	£21.00
Galaga 91	£21.99	Golf	£21.99
Hayleys Wars	£21.99	Head Buster	£21.99
Mickey Mouse	£21.99	Monaco 9P	£18.90
Ninja Garden	£21.99	Outrun	£21.99
Pop Breaker	£21.99	Rastan Saga	£21.99
Shinubi	£21.99	Wonder Boy	£18.99

New Lynx 2 **£82.98**
Lynx 2 inc 1 game **£99.99**
Lynx 2 carry case **£14.99**
Power Pack **£call**

LYNX GAMES BESTSELLERS

World Class Soccer	£24.00	Pacland	£24.99
War Birds	£24.99	Ninja Gaiden	£24.99
Chequered Flag	£24.99	Turbo Sub	£24.99
APB	£24.99	Scrap Yard Dog	£24.99
Road Blasters	£24.99	Rygar	£24.99

GAME BOY

includes: "Tetris" game pack stereo earphones batteries and video link for head to head competition. Mind blowing graphics and digital stereo sound thrush earphones ready to play immediately.

SEGA MASTER SYSTEM II

- ★ Power base
- ★ Two control pads
- ★ "Alex the Kid" Game built in Fantasia deal

£59.99

SEGA MASTER SYSTEM PLUS

- ★ Power base 1 control pad & light gun
- ★ "Hang on" & "Safari Hunt" games built in

£79.99

SUPER FAMICOM

Famicom (Scart)	**£185.00**
Famicom (Scart)+ game of your choice	**£228.00**
Famicom (Scart) + 2 games of your choice	**£259.00**
Famicom (PAL)	**£call**
Autofile Turbo pad	**£19.99**

WE STOCK A FULL RANGE OF NINTENDO & MASTER SYSTEM SOFTWARE *Please call for price list*

MAIL ORDERS
SALES & ENQUIRIES DESK
0202 514533
FAX: (0202) 293456
FANTASIA ENTERTAINMENTS & LEISURE
18 MAGNOLIA HOUSE · RED HILL DRIVE
BOURNEMOUTH · DORSET
OPEN SIX DAYS A WEEK – MON-SAT 9-5.30

Delivery charges UK Mainland
HARDWWARE: £8.00 + VAT per box
SOFTWARE: Postage paid

Subject to availability despatch is normally effected within 2 days from receipt of cleared payment. Please allow 5 working days for cheque clearance. All orders will be fulfilled up to 28 days unless otherwise notified.

All prices and manufacturer's specifications are subject to change without notice. Please check suitablility with the manufacturers before ordering. Goods are not offered on trial basis.
Goods are offered for sale subject to our standard conditions of sale – available on request.

FOR A MAGICAL WORLD OF FUN & GAMES FANTASIA

WANNA BE IN THE KNOW...

Get Britain's biggest, brightest and best-selling Sega console magazine delivered direct to your door every month. Save time, save trouble – subscribe today and get FREE membership to the exclusive SEGAPRO club!

Take out a 12 month subscription to Britain's largest and liveliest dedicated Sega console magazine and you receive free membership to the SegaPro club. And that gets you:

FREE SEGAPRO T-shirt ● FREE SEGAPRO pen
FREE SEGAPRO club card

The SEGAPRO club card entitles you to a whopping 5% off prices in the SEGAPRO Savers pages inside the magazine (see pages 78 and 79 fast).

Become a SEGAPRO! Subscribe now and receive 12 issues of your favourite Sega magazine plus FREE membership to the SEGAPRO club. All this for just £19.99 (a saving of £4 on the normal subscription rate)! You know it makes sense.

SEGA pro
PROREVIEW
F-22 INTERCEPTOR
PROTIP
YO!
PROFILE
F-22 INTERCEPTOR EA £39.99 OUT NOV
PROSCORE 94
DECEMBER 1991

Yes, yes, yes! I wanna be in the know... that's why I'm plugging into SEGAPRO (and receiving FREE membership to the SEGAPRO club which entitles me to an extra large SEGAPRO T-shirt, SEGAPRO pen and SEGAPRO club card).

Subscription required *please indicate your choice*

☐ UK £19.99 ☐ EUROPE £29.99 ☐ £WORLD £39.99

Name ....

Address ....

Postcode.. Phone number ....

I would like the subscription to start from issue number ....

Method of payment *please indicate your choice*

☐ CHEQUE/ POSTAL ORDER
please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date ☐☐ ☐☐ ☐☐

Card number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature..

Please return this coupon (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Subs, Paragon Publishing Ltd, FREEPOST (SN 1543), Trowbridge, Wiltshire BA14 8YA. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on 0225 765086 now.

WHY SEGAPRO MAKES SENSE

SEGAPRO – MORE PAGES, MORE GAMES

With more pages than any other Sega magazine it's not surprising that SEGAPRO carries more reviews, more entertainment, more excitement – in fact, a whole lot more for your money!

SEGAPRO – 100% COLOUR, 100% ACTION

Full colours throughout the magazine means you get the full picture. You're not left in the dark as far as games and Sega hardware developments go. If you want the best, open your eyes to the colour climax offered in SEGAPRO!

SEGAPRO – FACT-PACKED, FEATURE-FILLED

Authoritative and information-filled reviews of the very latest Sega console games. Clearly-stated conclusions, walk-throughs, complete level maps, information panels, tips – hard facts!

SEGAPRO – FIRST REVIEWS, FIRST NEWS

Exclusive scoops of the latest developments from around the world of all Sega happenings. With SEGAPRO you read it first and see it in full.If it's not in SEGAPRO, it's simply not happening!

...PLUG INTO SEGAPRO!*

*By far Britain's biggest, brightest and best-selling Sega console magazine!

THE GREAT SEGA CHRISTMAS pro GIVEAWAY

It's the Great SegaPro Christmas Giveaway and with this page you can enter all 12 Christmas competitions scattered throughout the pages. It couldn't be easier. Just tick one box next to each of the competition numbers, fill in your details at the bottom of the page, and send it off to the address below.

The rules are simple. You can enter as many times as you like, using as many copies of the form as you need, but at the end of the day you will only be allowed to win one prize – that way there's more chance of you winning.

The closing date for entries is January 30, 1992. Any entries received after that date will have missed the draw and be banished to playing *Time Soldiers* on the Master System.

THE BIGGEST COMPETITION FORM EVER!

Nº	(Sponsor)	A	B	C
1	(SegaPro)	☐	☐	☐
2	(Console Concepts)	☐	☐	☐
3	(Mirrorsoft)	☐	☐	☐
4	(Ballistic)	☐	☐	☐
5	(US Gold)	☐	☐	☐
6	(Video Games Centre)	☐	☐	☐
7	(Electronic Arts)	☐	☐	☐
8	(Tecmagik)	☐	☐	☐
9	(Kingbit Games)	☐	☐	☐
10	(Domark)	☐	☐	☐
11	(TV Games)	☐	☐	☐
12	(KC's Console Magic)	☐	☐	☐

To enter each competition, please tick ONE of the boxes alongside each competition number. Then fill in this form completely, pull out the whole page (or a of copy it) and send it to us.

NAME ....
ADDRESS..
....
..................................POSTCODE...........................
TELEPHONE ....SEGA(S) OWNED...........
T-SHIRT SIZE ....AGE ....
FAVOURITE GAME OF 1991 ....

SEND ALL FORMS TO:

THE BIG COMPETITION, SEGAPRO,
7A WICKER HILL, TROWBRIDGE,
WILTSHIRE BA14 8JS.

Finally, many thanks to the companies that kindly donated the prizes for this unbeatable collection of Christmas competitions. Have a prosperous New Year.

WATCH OUT NEXT ISSUE FOR A GREAT COLLECTION OF NEW YEAR COMPETITIONS

THE DEFINITIVE

ProReleases is the only guide you need to everything officially released in the UK for Sega. If you want to know exactly what's available for your machine, then this is the place to come. Each month, we'll also highlight a couple of games for every Sega and hopefully guide you as to whether they have survived the test of time. All the games listed are already out, or will be in the next month.

Those games marked TBA did not have the information available at time of going to press. Any corrections or additions are gratefully received at the usual address.

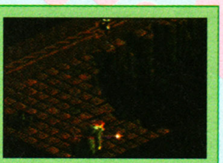
MEGA DRIVE

3-D Block-Out	£34.99
688 Attack Sub	£39.99
Abrams Battle Tank	£39.99
Alex Kidd in Ench. Castle	£28.99
Alien Storm	£34.99
Altered Beast	£34.99
Arnold Palmer Tour Golf	£34.99
Arrow Flash	£34.99
Battle Squadron	£39.99
Bonanza Bros	£34.99
Budokan	£39.99
Centurion	£39.99
Columns	£29.99
Crack Down	£34.99
Cyberball	£34.99
Dark Castle	£34.99
DecapAttack	£34.99
Dick Tracy	£39.99
Dynamite Duke	£34.99
EA Hockey	£39.99
ESWAT	£34.99
F-22 Interceptor	£39.99
Faery Tale Adventure	£39.99
Fantasia	£39.99
Fatal Rewind	£39.99
Flicky	£29.99
Forgotten Worlds	£34.99
Gain Ground	£34.99
Ghostbusters	£34.99
Ghouls 'n' Ghosts	£44.99
Golden Axe	£34.99
Herzog Zwei	£34.99
Immortal, The	£44.99
James Pond	£39.99
James Pond II: RoboCod	£39.99
J "Buster" Douglas Boxing	£34.99
Jewel Master	£34.99
John Madden Am Football	£39.99
King's Bounty	£34.99
Klax	£34.99
Last Battle	£34.99
Mercs	£39.99
Mickey Mouse	£39.99
Mike Ditka Power Football	£34.99
Moonwalker	£34.99
Mystic Defender	£34.99
Out Run	£39.99
PGA Golf	£39.99
Phantasy Star II	£59.99
Phantasy Star III	£49.99
Populous	£39.99
Rambo III	£29.99
Revenge of Shinobi, The	£34.99
Road Rash	£39.99
Shadow Dancer	£34.99
Shadow of the Beast	£44.99
Shining and the Darkness	£49.99
Sonic the Hedgehog	£34.99
Space Harrier II	£34.99
Spider-Man	£39.99
Starflight	£49.99
Streets of Rage	£34.99
Strider	£44.99
Super Hang-On	£34.99
Super League Baseball	£34.99
Super Monaco GP	£34.99
Super Real Basketball	£34.99
Super Thunder Blade	£34.99
Sword of Sodan	£39.99
Sword of Vermilion	£49.99
ThunderForce II	£34.99
ThunderForce III	£34.99
ToeJam & Earl	£39.99
Truxton	£34.99
Turrican	£39.99
Twin Hawk	£34.99
Wond. Boy III: Monst. Lair	£34.99
Wond. Boy IV: Monst. World III	£TBA
World Cup Italia 90	£29.99
Wrestle War	£34.99
Xenon II	£39.99
Zany Golf	£39.99
Zoom	£29.99

GAME GEAR

Baseball	£TBA
Columns	£19.99
Dragon Crystal	£24.99
Factory Panic	£24.99
Frogger	£19.99
G-Loc	£24.99
Halley Wars	£24.99
Joe Montana Football	£24.99
Kinetic Connection (tba)	£TBA
Mickey Mouse	£24.99
Ninja Gaiden	£24.99
Out Run	£24.99
Pengo	£19.99
Psychic World	£19.99
Putter Golf	£19.99
Shinobi	£24.99
Solitaire Poker	£24.99
Super Kick Off (Dec)	£TBA
Super Monaco GP	£19.99
Talot (tba)	£TBA
Wonder Boy	£19.99
Woody Pop	£19.99
World Class Leader Board	£24.99

THE IMMORTAL



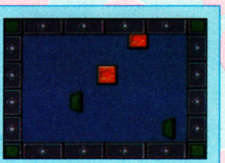
This hot conversion from the Amiga original is undoubtedly one of the best games for the Mega Drive. The graphics impress with their complex animation and intricate detail, and the stunning sound enhances the atmosphere to realistic proportions. Be advised, though, *The Immortal* includes some of the most graphic onscreen gore ever seen. There are 18 ways to kill the opponents you encounter throughout the isometric environment, and each one is more bloodier and gruesome than the last. Excellent. *(reviewed SEGAPRO #1, 94%)*

SPIDER MAN

Spidey has to foil the Kingpin's attempts to discredit him before the whole city is destroyed by a huge bomb. All graphics are faithfully recreated from the Marvel comic, and the main gameplay is interspersed with cartoon sequences telling the storyline. There's some great animation and the screens are vivid and full of life, however, the gameplay does get repetitive. The MS version is more of a challenge.

LIFE
WEB
$0
TIME 23 56

KINETIC CONNECTION



A tough puzzle game for portable players. The object is to shuffle the mixed up pieces of a picture around to complete the finished scene. Although it has less than ten pictures to re-arrange, it is fiendishly difficult due to the fact that each picture is animated.

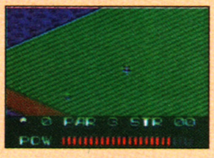
The game includes a functional aircraft cockpit, men climbing ropes, and a host of cartoon characters performing tricks. *Kinetic Connection* is a great example of a simple idea that has been updated to cater for a modern audience. The perfect pocket puzzler.

GUIDE TO SEGA

MASTER SYSTEM

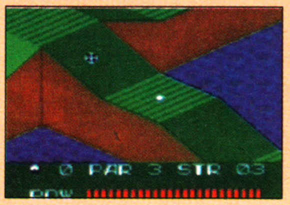
Ace of Aces	£32.99
Action Fighter	£12.99
Aerial Assault	£29.99
Afterburner	£29.99
Alex Kidd	£24.99
Alex Kidd in High Tech World	£29.99
Alex Kidd in Shinobi World	£29.99
Alex Kidd and the Lost Stars	£29.99
Alien Storm	£29.99
Alien Syndrome	£29.99
Altered Beast	£29.99
American Baseball	£29.99
American Pro-Football	£29.99
Assault City	£29.99
Asterix	£29.99
Astro Warrior/Pitpot	£24.99
Aztec Adventure	£12.99
Back to the Future II	£34.99
Bank Panic	£17.99
Basketball Nightmare	£29.99
Battle Out Run	£29.99
Black Belt	£24.99
Blade Eagle 3-D	£19.99
Bomber Raid	£29.99
Bonanza Bros	£29.99
Bubble Bobble	£29.99
California Games	£29.99
Captain Silver	£29.99
Casino Games	£29.99
Chase HQ	£29.99
Chess	£34.99
Choplifter	£24.99
Cloud Master	£29.99
Columns	£24.99
Cyber Shinobi	£29.99
Cyborg Hunter	£24.99
Dead Angle	£29.99
Dick Tracy	£29.99
Double Dragon	£29.99
Double Hawk	£29.99
Dragon Crystal	£29.99
Dynamite Duke	£29.99
Dynamite Dux	£29.99
Enduro Racer	£9.99
ESWAT	£29.99
F-16 Fighter	£17.99
Fantasy Zone	£12.99
Fantasy Zone II	£24.99
Fire & Forget II	£29.99
Flintstones, The	£29.99
Gain Ground	£29.99
Galaxy Force	£29.99
Gangster Town	£24.99
Gauntlet	£29.99
Ghostbusters	£29.99
Ghost House	£17.99
Ghouls 'n' Ghosts	£29.99
Global Defense	£12.99
Golden Axe	£29.99
Golden Axe Warrior	£32.99
Golfamania	£32.99
Golvellius	£29.99
Great Baseball	£24.99
Great Basketball	£24.99
Great Football	£24.99
Great Golf	£24.99
Great Volleyball	£24.99
Hang-On	£9.99
Heavyweight Champ	£24.99
Heroes of the Lance	£29.99
Impossible Mission	£29.99
Indiana Jones	£29.99
Joe Montana Football	£29.99
Jungle Fighter	£29.99
Kenseiden	£29.99
Kung Fu Kid	£24.99
Laser Ghost	£29.99
Line of Fire	£29.99
Lord of the Sword	£29.99
Maze Hunter 3-D	£19.99
Mercs	£32.99
Mickey Mouse	£29.99
Miracle Warrior	£32.99
Missile Defense 3-D	£19.99
Monopoly	£29.99
Moonwalker	£29.99
My Hero	£17.99
Ninja	£9.99
Operation Wolf	£29.99
Out Run	£29.99
Out Run 3-D	£29.99
Out Run Europa	£29.99
Pac-Mania	£34.99
Paperboy	£29.99
Parlour Games	£17.99
Penguin Land	£29.99
Phantasy Star	£39.99
Populous	£34.99
Poseidon Wars 3-D	£19.99
Power Strike	£24.99
Pro Wrestling	£24.99
Psychic World	£29.99
Psycho Fox	£29.99
Quartet	£24.99
RC Grand Prix	£29.99
R-Type	£29.99
Rambo III	£29.99
Rampage	£29.99
Rastan Saga	£29.99
Rescue Mission	£9.99
Running Battle	£29.99
Scramble Spirits	£29.99
Secret Command	£12.99
Shadow Dancer	£29.99
Shanghai	£24.99
Shinobi	£29.99
Shooting Gallery	£24.99
Shooting Games	£24.99
Slap Shot	£29.99
Sonic the Hedgehog	£29.99
Space Harrier	£29.99
Space Harrier 3-D	£19.99
Speedball	£29.99
SpellCaster	£29.99
Spider-Man	£29.99
Spy vs Spy	£17.99
Strider	£29.99
Submarine Attack	£29.99
Summer Games	£29.99
Super Kick Off	£34.99
Super Monaco GP	£29.99
Super Real Basketball	£24.99
Super Space Invaders	£29.99
Super Tennis	£9.99
Teddy Boy	£9.99
Tennis Ace	£29.99
Thunder Blade	£29.99
Time Soldiers	£29.99
Transbot	£9.99
Ultima IV	£39.99
Vigilante	£29.99
Wanted	£24.99
Wonder Boy	£24.99
Wonder Boy in Monst. Land	£29.99
Wonder Boy III	£29.99
World Class Leader Board	£29.99
World Cup Italia 90	£24.99
World Games	£24.99
World Grand Prix	£12.99
World Soccer	£24.99
Xenon II	£29.99
Y's: The Vanished Omens	£32.99
Zaxxon 3-D	£19.99
Zillion	£24.99
Zillion II	£24.99

PUTTER GOLF



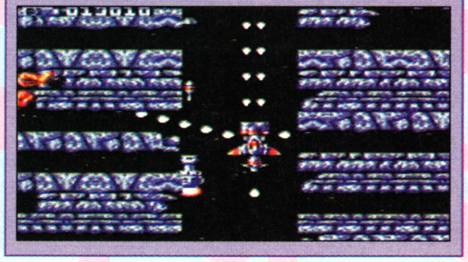
A super golf game for the Game Gear, with some stunning graphics and sound effects. No complicated control methods, just swing and hit. Let down by only having one course but it has 18 large and complex holes.

But this course isn't just your normal, boring fairways and greens, this one is more of a crazy golf layout, taking the player all over the place – and hardly ever on the level! Portable golf games don't usually come as good and as detailed as this. *Putter Golf* proves that golf games are far from dead and will be tough competition to *Leader Board* released this month.



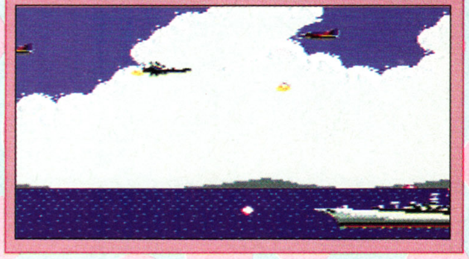
XENON II

Xenon II is another one of those games that appears on almost every games format. With graphics and sound almost identical to its 16-bit counterparts, *Xenon II* is one of those games that is actually better than its original. Furiously addictive and destined to become a classic on the Master System due to its pure playability. *Xenon II* is a great injection of life into the Master System shoot-'em-up market that was for so long dominated by *R-Type. (reviewed SegaPro #1, 85%)*



AERIAL ASSAULT

Horizontally scrolling shoot-'em-up where you fly your Freedom Fighter against hordes of invaders. Loads of different weapons and power-ups not to mention huge level guardians make this one of the better blast frenzies on the Master System. The sprites are small and uninventive, but the responsive movement and accurate collision detection makes it ultra playable. The five levels present a real challenge.



pro TIPS

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

ProTip of the month for each Sega system will win the sender three carts of their choice – which means you could win yourself up to £300-worth of Sega software just for sharing your gaming secrets with the world of Sega owners! Winners for each month will be contacted – don't ring us, we'll ring you!

You can send your tips to us in any of the following ways:

WRITE Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: ProTips, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

FAX If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

SEGAPRO TIPS HOTLINE

You know how to give us the latest and great tips, but we can also get them to you. The SegaPro Tips Hotline is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll get 100% Sega tips – no ads, no bull, just help. Many apologies to anyone who got caught out last month because we completely forgot to update the tipsline one week. Rest assured this will never happen again. The number to phone for the latest hints is

0891 662557

Calls charged at 36p/min cheap rate, 48p/min at all other times. Please get the phone owner's permission before you ring!

ACTION REPLAY CODES

As promised last month, this issue we start with our series of codes for the Datel Action Replay cartridge. SegaPro gets these codes exclusively, so if you see them anywhere else, they have ripped them off from us. Therefore, if you want the codes first, only look in SegaPro every month.

To use the codes, follow the instructions in the Action Replay manual and be aware that these codes have only been tested on the version in brackets, although they MIGHT work on others.

BONANZA BROS

(UK cart)

`00534 46068`

Infinite lives red player

`0053D 0606C`

Infinite lives blue player

`01045 80005`

Five minutes per level

`01066 A4A28`

Infinite time

FANTASIA

(UK cart)

`005D5 4103C`

`005D5 84E71`

Most of the enemy will now give you energy instead of taking it away.

`00622 84E71`

Infinite large magic

`00625 04E71`

Infinite little magic

MERCS

(Jap cart)

`0080B 8C351`

Infinite bombs

`00B09 44E71`

Infinite energy

MICKEY MOUSE

(UK cart)

`00B79 44E75`

Mickey will take only one point of damage per section.

MICKEY MOUSE

(Jap cart)

`00B89 C4E75`

Mickey will take only one point of damage per section, he can still fall through cliffs though.

REVENGE OF SHINOBI

(UK cart)

`0090F 40063`

Gives you 99 lives on the easy setting. You must go to the options screen for the new value to be accepted.

`009E4 66002`

Infinite lives

`00B4E 86000`

`00B57 E6000`

Invulnerable in both directions

`0092F 20FFF`

Starts you with lots of energy

`00B93 E6002`

Unlimited normal shurikens

`00C0E 24E71`

Unlimited multiple shurikens

SONIC THE HEDGEHOG

(Jap cart)

`0039E C11C1`

This makes Sonic invulnerable to enemies, bullets and spikes until he picks up another shield.

`00A9E 06042`

This gives Sonic turbo shoes with every TV he breaks.

`0039F 831C1`

This enables an aerial view of a level. Pressing A and C also allows you to place objects all over the screen.

`0039D 831C1`

Starts you with several hundred rings on each level.

`00322 46010`

Go to a level selection screen.

`00333 40063`

Start the game with 99 lives.

`013F7 06036`

You now have infinite lives.

SONIC THE HEDGEHOG

(UK cart)

`0039F 011C1`

Invulnerability to enemy, spikes or bullets until you pick up a shield.

`00A35 E6042`

Gives you turbo shoes with every broken TV.

`0039F C31C1`

Gives you an aerial view of a level and A and C will allow you to place objects.

`0039D C31C1`

Starts you with several hundred rings on a level.

`00324 26010`

Level select

`0138A 06032`

Infinite lives

SPIDER-MAN

(USA cart)

`016A9 E526D`

Each shot now increases the web slightly.

`016C9 2506D`

Increases web energy when you use the shield.

`016CA 80300`

Improved shield

`0183C 86006`

The shield is automatically activated whenever it is needed.

STREETS OF RAGE

(UK cart)

`002B6 64E71`

Infinite lives for both players

`010CE 01C80`

Infinite time for each section

`00402 E4E71`

Infinite special weapons

TOEJAM & EARL

(US cart)

`00BCB 06002`

Infinite lives

`00BB9 80063`

Starts ToeJam with 99 bucks

`00BBB C0063`

Starts Earl with 99 bucks

THE IMMORTAL

Over the next couple of months, SegaPro (and start tipster and games-player extraordinaire Damian Butt) will be exclusively revealing the complete solution to Electronic Arts' mega graphical adventure, The Immortal.

We will take you step by step through the eight dungeons, showing you all the pitfalls and treasures. To accompany these superbly comprehensive tips (says Damian), we will also supply you with some of the greatest maps ever to be printed: more colour, more detail, more information – only the Pros could do it.

Staple your eyelids open, pin back your ears and focus your full attention on the solution of the century.

LEVEL ONE

Listen to Mordamir say his piece, then leave via the door. You will now find a dead hero and a goblin rapidly approaching to attack. Slay this weedy specimen and search the body, taking the ring and the scroll of fireballs. Go down and kill the guard holding the prisoner up against the wall.

This man will give you the key to the chest at the bottom of the screen. Take all the objects but do not drink the water, then go up and out through the door in the top. For extra cash, kill the goblin commander in the next room (he should split in half) then go through the door directly opposite.

This is a spear trap room which is activated when you step on certain pressure plates. Go around the edge of the room till it tapers to a corridor, then walk into the middle and hug the bottom wall. Around the corner is a door; enter it quickly or you may find an arrow in your back.

This is the room shown in the frayed bit of map found in the chest, it shows the three traps spreading out diagonally from the bottom right of the room. Avoid them and rest in the hay. If you read the note on the goblin commander, it tells you of the shades in the next room.

Enter the hall and immediately move up against the wall with the snuffed out torches. Use a fireball to ignite, revealing the shades who appear as dark patches on the ground. Avoid the shades and the pit traps and get the two items here, especially the shiny disc.

The next room has a gargantuan hole in the floor that acts as the dragon's gas vent. In the corner is a beam of light shining on a scale of runes. Stand in the beam and use the disc which will divert the beam up the scale and open a long forgotten trapdoor. You can now descend to the next level.

LEVEL TWO

Out of the frying pan into the fire. As soon as your feet touch the cool slabs of stone, two ravenous slimes slither across the floor to dissolve you. Be sure not to get trapped by them or you

If you have enough time (and courage), search through the bones for the sword, but don't look deeper or it's curtains.

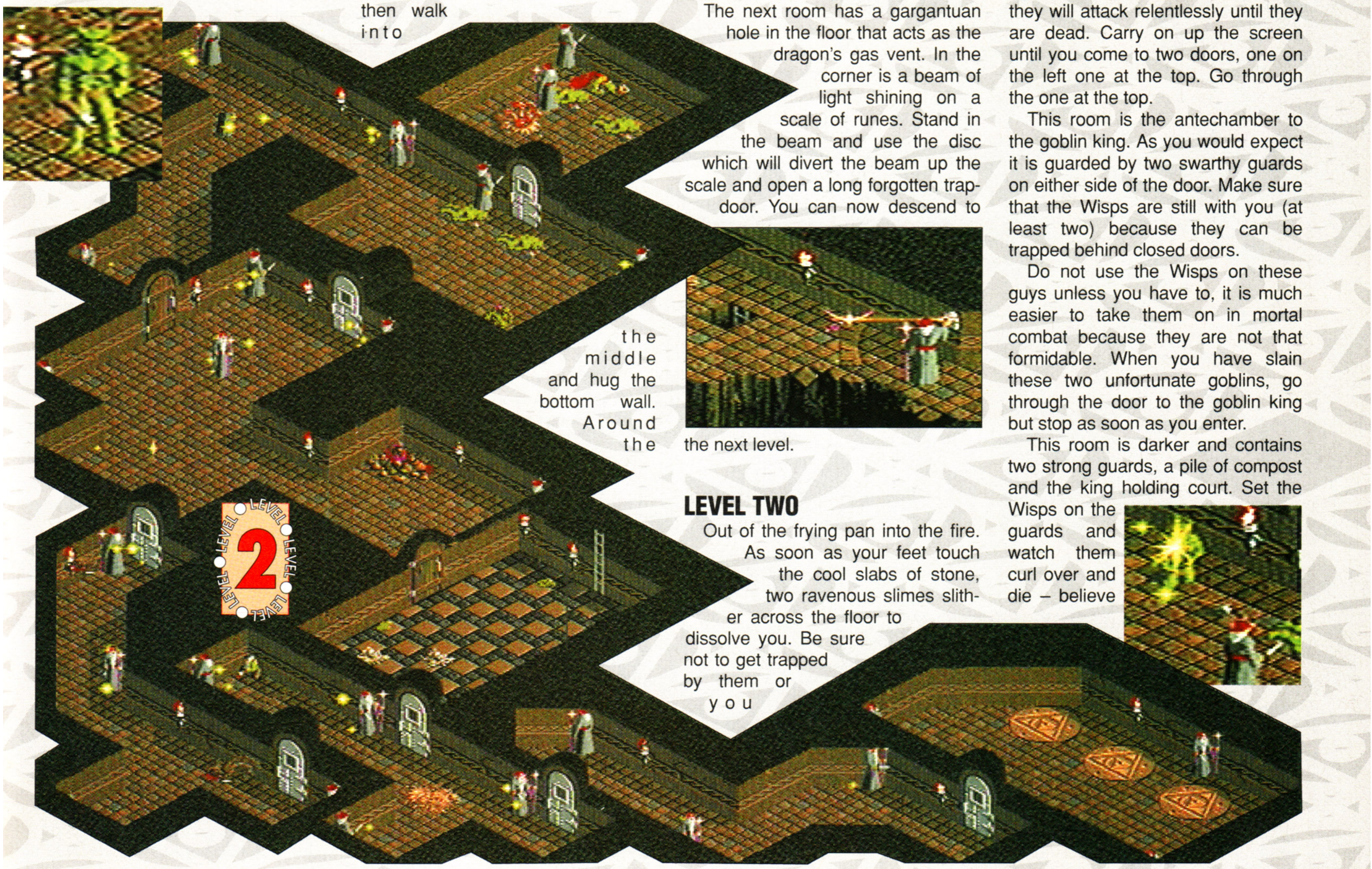
First of all take the door on the left; this will lead to a larger chamber and a friendly vendor to trade with. He will offer you some oil to put on your feet protecting them from the acidic slime. At first he will say 80GPs, decline then go immediately back and try again. The price will drop to 60!

Save the oil for later, for now keep going left until you are confronted with the Willow the Wisps. Use the charm scroll to befriend them so that they follow you. If you use the charm again with a foe in the same room, they will attack relentlessly until they are dead. Carry on up the screen until you come to two doors, one on the left one at the top. Go through the one at the top.

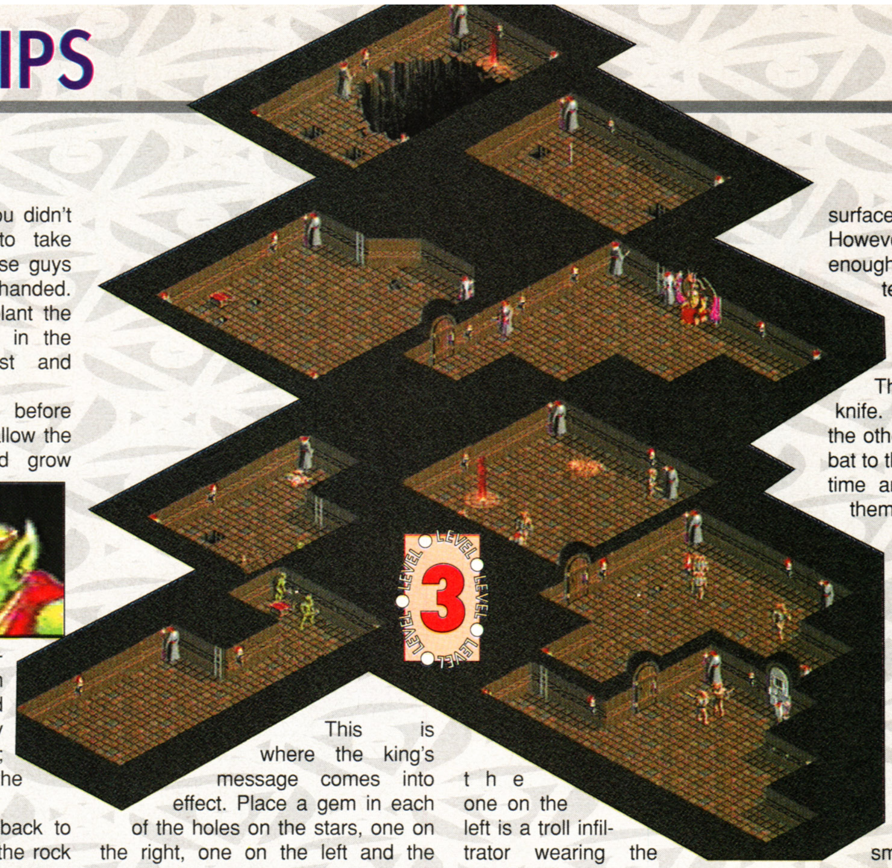
This room is the antechamber to the goblin king. As you would expect it is guarded by two swarthy guards on either side of the door. Make sure that the Wisps are still with you (at least two) because they can be trapped behind closed doors.

Do not use the Wisps on these guys unless you have to, it is much easier to take them on in mortal combat because they are not that formidable. When you have slain these two unfortunate goblins, go through the door to the goblin king but stop as soon as you enter.

This room is darker and contains two strong guards, a pile of compost and the king holding court. Set the Wisps on the guards and watch them curl over and die – believe



A curious youngster, exploring a forest, surprises a tiny man hunched over himself...



me, you didn't want to take on these guys single-handed. Now plant the spores in the compost and leave the room quickly.

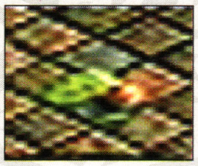
Wait for a few seconds before entering the room again to allow the spores to take affect and grow releasing poisonous gases. The goblin king is now on the floor breathing his last breath; approach him and listen to his vital message, then give him the water you found on level one. This is the key to the completion of this level; the code is used to open the trapdoor later on.

Leave the room and go back to just before the vendor, take the rock and then go down to the door and enter it. This passage leads to a minotaur who you must kill to find the next door.

The corridor beyond has a dwarf hammering away at a gem. At first this quick tempered half-pint is load-mouthed and abusive, but if you sprinkle the dust of complacence over him, he will suddenly become very friendly and part with the jewel. So far so good.

If you walk past the first door at the top and continue down the passage you will find a second door. Before you progress, smother your boots in the slime oil for protection, now go through and the slimes who inhabit the far corridor will not harm you.

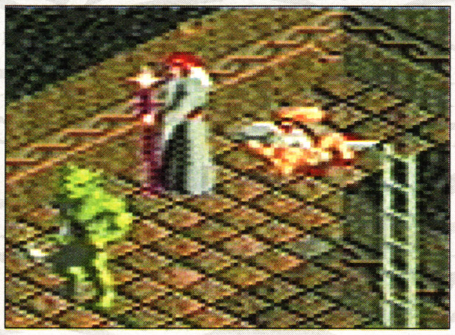
The next puzzle is a bit cryptic. In order to get the third jewel you must drop the rock so that a slime creature devours it. If all goes to plan and this happens before the oil dries, a gem will be revealed, take it and immediately run along the passage to the door. The goal is near at hand.



This is where the king's message comes into effect. Place a gem in each of the holes on the stars, one on the right, one on the left and the other in the centre as directed, and the trapdoor will open.

LEVEL THREE

This level opens next to a huge chasm created by the dragon. Next to the wizard are two ladders. Climb down the one at the bottom to a room with a troll and goblin duelling and a chest. Open the chest and take the gold and fireballs. Now go up to the troll and activate the fireball spell. Remember, you only have two shots so don't screw it up, you will need the spare one later.



Disintegrate the troll and in gratitude the goblin will unlock the door at the bottom. Search the body and get the ritual knife. Now go back up the ladder and go down the next where you will find two goblins fighting each other. Strange, you might think, but the one on the left is a troll infiltrator wearing the magical Protean ring that changes your form to match those you are among (Zelig).

Kill the impersonator with the last fireball and grab the ring. You can now wear it to become a goblin. Ignore the bottle in his room as it kills you and descend even further to the lower level.

This chamber has a goblin guarding a chest. Transform into a goblin so that he cannot see you and then walk past making sure not to touch him or he will rumble your game.

Get the troll bombs from the chest to use against them later and return to the room where you first killed a troll and the door has now open. Go through it and you are now in the throne room where the king will give you some advice – that's right, old gobby is not dead.

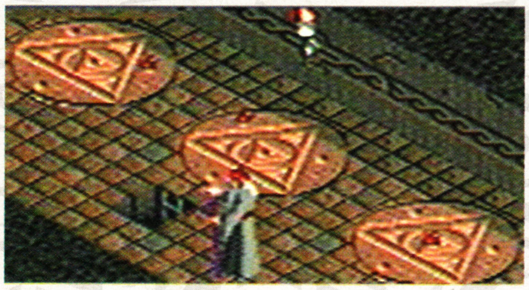
If you climb the ladder you are faced with a no-man's-land consisting of six-foot spikes piercing the surface at random intervals. However, they are not random enough, if you keep watching a pattern emerges. You must meander your way to the gem and then go up and then diagonal left until you reach the steps. This is where you use the ritual knife. When thrown by either troll, the other must engage in ritual combat to the death, this gives you a little time and saves you having to kill them.

There are two doors to the next room and it doesn't matter which you use – however, I always use the one at the top. Two mean trolls inhabit the next room and all they seem to do all day is walk around it grunting. That is until you step fresh-faced into their domain. The best tactic is to manoeuvre them into a position where you can hit both full in the face with a smoke bomb. They are now paralysed and you can get the bottle of strength potion and then leave via the door.

Split second timing is essential in this room. You have a pile of straw, a troll with a big knife and a shaft of rapidly changing light that is a teleport. There are two ways to handle this one: if you are low on energy, stun the troll with a bomb and then make a break for the light. Or you can slay the ugly sucker, have a sleep, then enter the light carefully.

The shaft is mainly red but occasionally changes to purple. This is when to stand in it and quickly drop the gem you found in no-man's-land. If all goes to plan you will be instantly teleported to the other side of the chasm you were next to at the start. Quickly step out of the light or you will be frazzled, and descend down the ladder to complete the level.

More next month when we will divulge the solution to levels five, six, seven and, of course, the monumental level eight where you get to battle it out with the Dragon himself.



"Are you a goblin?" inquired the child. "No! Only tying my shoelaces!"

NOW THE POWER TO FIGHT BACK...

BECOME INVINCIBLE!!

ACTION
REPLAY
ACTION
MORE POWER

ACTION REPLAY CARTRIDGE

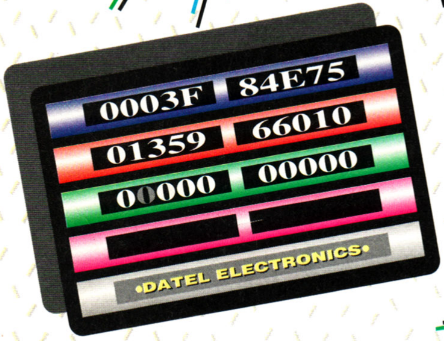
ONLY £49.99 INC. P+P

MORE POWER

MORE LEVELS

MORE ENERGY

MORE FUN



FREE!!

12 MONTHLY ISSUES OF GAMEBUSTER MAGAZINE (WORTH £20)

GAME BUSTER

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

- ☐ Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for the16 bit game console from SEGA ENTERPRISES Ltd.
- ☐ Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- ☐ Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!
- ☐ Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy,cheats, etc. etc. with your favourite games.
- ☐ With its advanced ASIC hardware design the Action Replay cartridge canreact to new games as they appear-the latest parameters are published in your FREE monthly issues of GAMEBUSTER magazine.
- ☐ No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.
- ☐ Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!!)
- ☐ Comes complete - no more to buy!

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

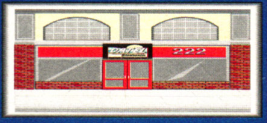
TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access **DATEL ELECTRONICS** VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP



222, TOTTENHAM COURT RD,
LONDON, W1. TEL:071 5806460

SONIC THE HEDGEHOG

MASTER SYSTEM

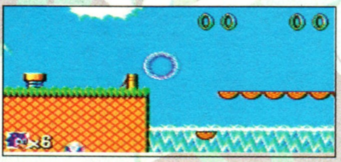
Sonic blasted his way onto the Master System last month with a blockbusting ProYo! This month, we've pulled out all the stops to show you how to go through the game like a truck wheel through a hedgehog.

LEVEL 1-1
(Green Hill)

There are two ways to approach this level. Either go for a speed run and the big 30,000 point bonus, or take the slow route and get an extra life. If you take the fast route, just run hell for leather till you head down the ramp with the jump at the end. Sprint down this and jump and you will sail through the air for miles. Continue running and you will touch the exit in about 24 seconds. If you go the slow way, just make sure you collect 100 rings for your extra life before you touch the exit. There are no gems to collect on this level. When you come across the spiked animal do a spin attack to kill him.

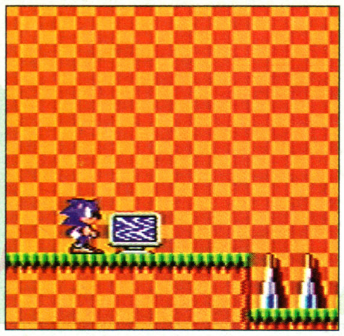
LEVEL 1-2

There are only 98 rings on this level so the extra life is out of reach. However, a healthy bonus is guaranteed if you collect them all. The gem is on this stage and, although not exactly hidden, may be tricky to find. After you have gone underground, move left to get the barrier. Then drop down off the first platform and go left, this way you avoid the crab under the spikes. Don't worry about the water, Sonic can swim as you will find out later. Get out of the cave and use the spring to get up. Go into the upper entrance. Jump over the first waterfall and over the spring. Continue left, down the second waterfall and left to the gemstone. Go down and out any way you find. Up and right to the exit.



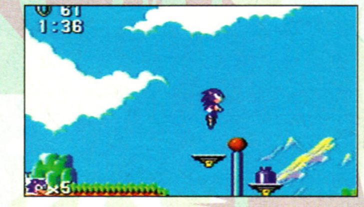
LEVEL 1-3

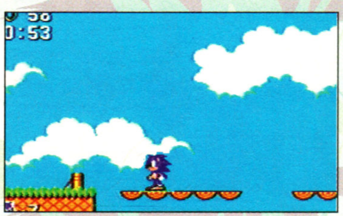
Before you reach the boss, drop down the second pit and go right to get an extra life. Use the spring to get back up. Dr Robotnik is dead easy to disable. You can occasionally hit him whilst he is making his aerial passes but it is more luck than judgement. As he starts to descend on one side of the screen go under him and keep jumping, you should hit him three times. Then move out and jump on top of him. Wait till he gets to the other side of the screen and then do it again.



LEVEL 2-1
(The Bridges)

This is another stage on which you should get another extra life through getting 100 rings. When you come to the second set of scales don't jump till you are about to be thrown for the fourth time and then move right. You will now come across a second extra life. Just below this life is the gemstone. Stand on the first step of the collapsing bridge and when it starts to drop do a small jump over onto the platform with the stone. Then jump back up to the top platform and leap the gap in the bridge.



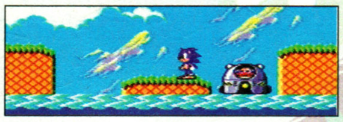


LEVEL 2-2

This is a straight race: you against the scrolling screen. If it catches you, it will push you right so be careful. It is possible to get over 100 rings but it will involve you jumping back towards the scroll, so if you don't rate your chances don't go for it – after all, it isn't worth losing a life just to get another one. On the two long collapsing bridges, keep to the far right and constantly jump. You will make it safely to the platform without problems.

LEVEL 2-3

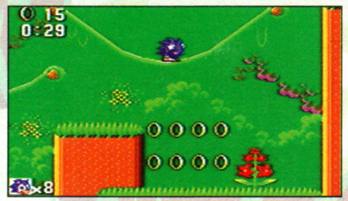
Robotnik is quite daunting at first, but using this method you will defeat him first time. Stand in the middle island and wait till Ivo appears. Jump on him once and then jump onto the island that is furthest away from him, either left or right. When he fires, wait for the third bullet to come down and then jump straight up; you should avoid it this way. Then jump back to the middle to bounce on him again. If he comes up in the left pool, go to the right after you've hit him. If he comes in the right pool, go to the left.

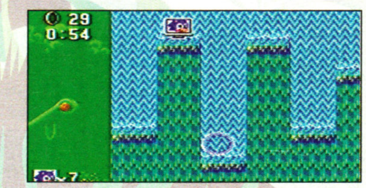


LEVEL 3-1
(The Jungle)

This first stage will yield two more extra lives and a gemstone if you are careful. Go left using the platforms and vines, but drop off the end of the second vine to get some extra rings at the bottom that you won't normally be able to see. Don't worry about the rings above because you will head back that way after you have cleared the bottom. When you reach the waterfall, go past the extra life and get to the last platform, then you can go back and get it. You won't be able to reach it from that first platform no matter how close you get. When you have that extra life, drop straight down and you will be able to pass under the waterfall. When you jump off the moving platform, go back left and up to get a load of extra rings. Then back to the right. Now comes quite a tricky jump. You have to jump onto the small platform as it drops and then do a big jump right and onto the long platform. Then over again onto solid ground making sure to avoid the spring at all costs.

After a couple of simple jumps on the spiky log you will see a waterfall with a long platform coming down.





ON THE **ELEVENTH** DAY...

... of Christmas TV Games gave to me:

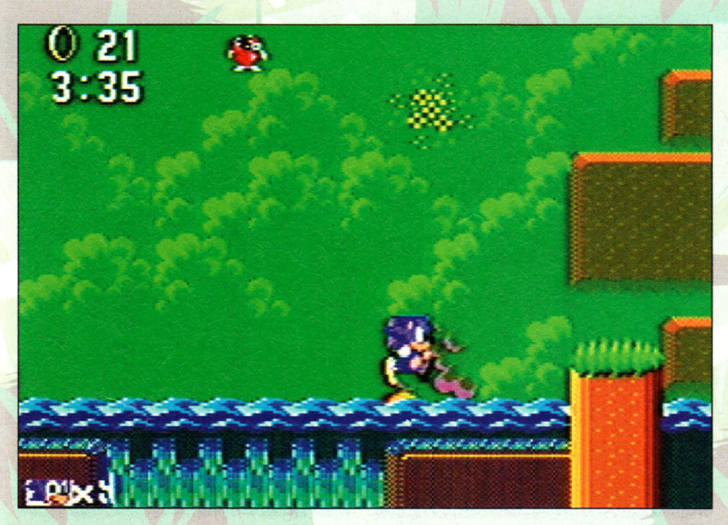
★ Two joysticks, two Sega games, a Sega hat and some Sega shoelaces hanging from a pear tree.

Jason "holly wreath" Henton of TV Games then asked:

Where is the official Mega Drive made?

A Wales **B** China **C** Japan

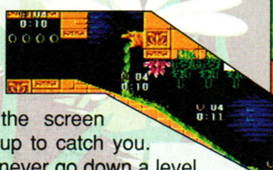
See page 75 for more details and official competition entry form.

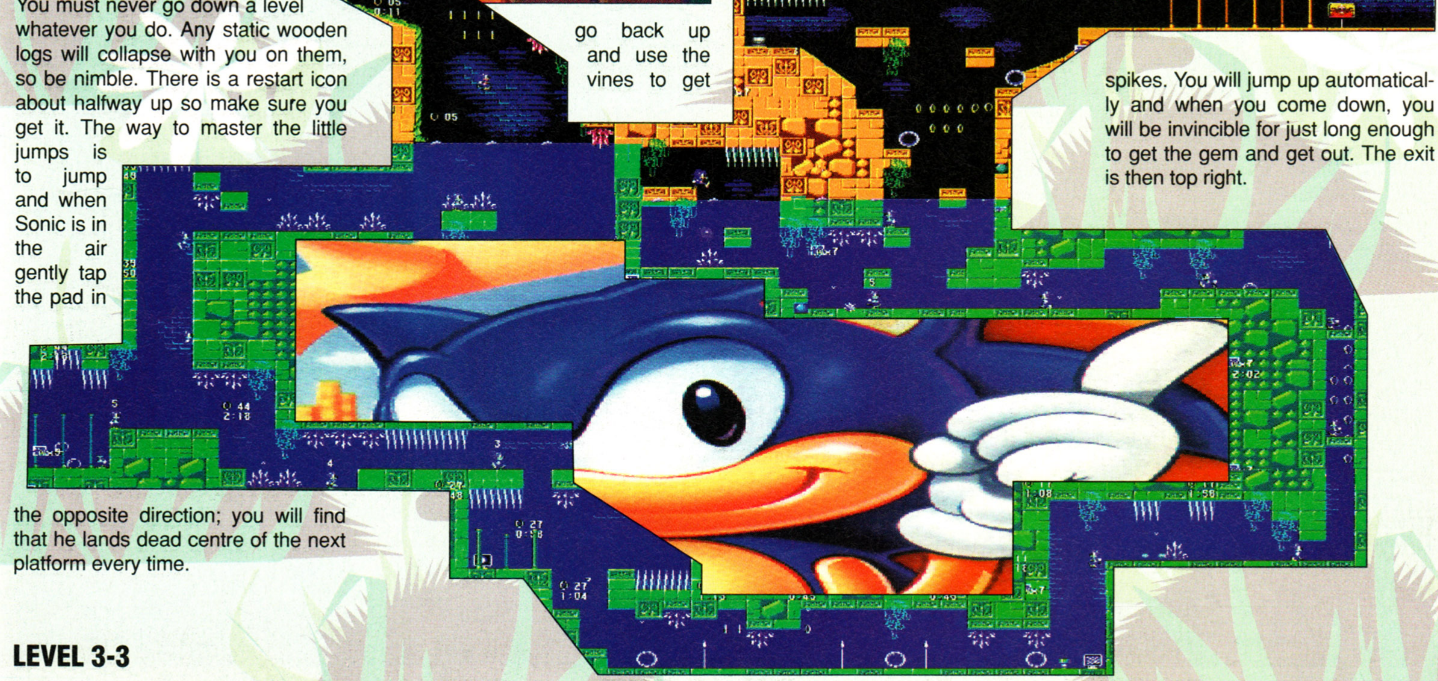


Get on the platform and wait until it almost touches the water before you jump to the left. You will now enter a narrow chamber. Walk onto the log in the water and move left, don't worry you won't come off. Then jump off to get the gemstone. Now go back right, the way you came. One more tricky jump to come in the waterfall but by now you should be able to handle it.

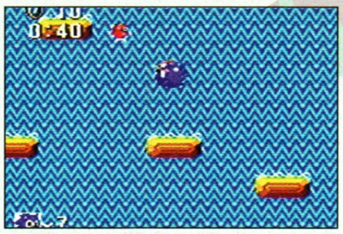
LEVEL 3-2

After the massive goings-on in the first section, this stage is relatively quiet. The main problem here is that every time you jump up to get to a higher platform, the screen will scroll up to catch you. You must never go down a level whatever you do. Any static wooden logs will collapse with you on them, so be nimble. There is a restart icon about halfway up so make sure you get it. The way to master the little jumps is to jump and when Sonic is in the air gently tap the pad in the opposite direction; you will find that he lands dead centre of the next platform every time.

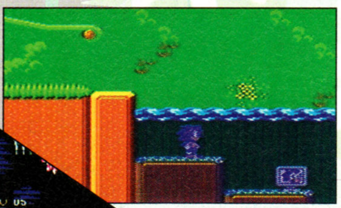


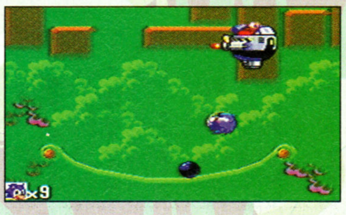


LEVEL 3-3



This guardian is tricky to defeat but not impossible. The first thing to do is collect the hidden extra life. Go right and drop down into the water; you will see the life just to the right. Now go back up and use the vines to get to the top of the screen. Wait in the middle of the vine till Ivo starts to drop down, then jump on him and get back to the middle. Jump the black ball when it comes towards you and make sure you jump it as it swings back. Ivo will move to the other side and drop another ball. Repeat this procedure and he will soon die. All you have to make sure of is that you stay in the middle of that vine unless you are jumping on Ivo.



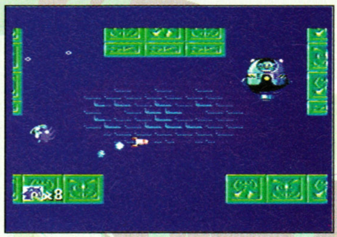


LEVEL 4-1/-2
(The Labyrinth)

The first two stages of this level are almost identical so take a look at the map to see what is happening. Just remember to breathe in those big bubbles whenever the countdown starts. The dragons' heads fire at regular intervals so watch for the patterns before moving. When you see the creature with the balls spinning wait till he fires at you and then drop down by the spring again and continue to breathe those bubbles. Go back up and wait till the ball reaches the gap and then jump on him; you may have to go back for air. On the platform that goes straight up, move to the right straight away and keep pressing right so that as soon as a gap appears you get off and do not end up going into the spikes. When you see the switch by the protection icon, press it to change that icon into another extra life.

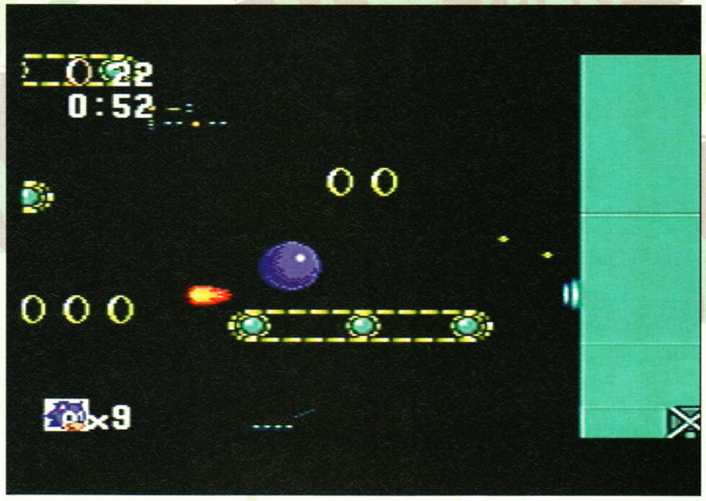
LEVEL 4-3

This is surprisingly easy to beat. There is a long journey to find Ivo but basically aim for the upper right part of the level and you'll meet him. The easy way to do it is this. Wait on the left for him to come down and jump up at him from underneath, you should hit him two or three times. When he drops his rocket, move so that you're just at the blunt end. The rocket will then miss you. When he comes at the middle or other side, his bullets and rockets are easily avoided. One jump should clear all the ammo. Repeat this and he'll soon be dead. Then do a big jump to the right to clear the pit and it's end of level time. The gemstone is hidden in 4-2. You have to sacrifice yourself a bit here and jump into the spikes. You will jump up automatically and when you come down, you will be invincible for just long enough to get the gem and get out. The exit is then top right.



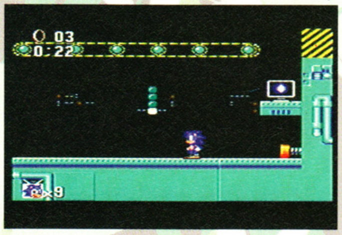
LEVEL 5-1
(Scrap Brain)

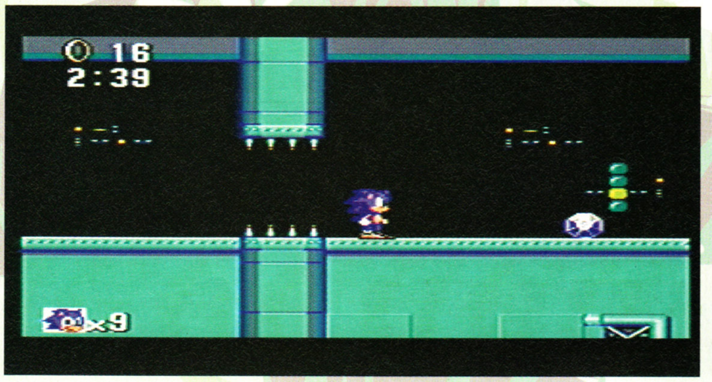
You're going to have to watch your step all the time from now on. The first problem is the fire traps. You can just walk under them but if you want the rings you have to time it right. When you walk through the door onto the moving platforms, jump onto the second platform straight away and get that extra life then jump twice quickly to get onto solid ground. Watch out for the bolts of electricity from the stands. Follow the ramps down and you will reach the end of the shortest level in the game.



LEVEL 5-2

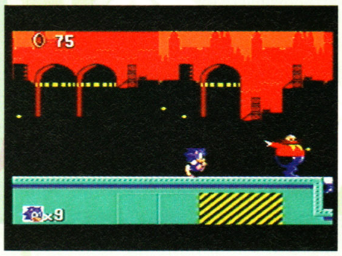
The first problem to overcome on this level is the room full of moving platforms. Learn which platform goes in which direction and when the guns fire. There are bonuses to the left and to the right but if it looks tricky don't go or it. The way to head is top-right. Explore the different passageways and you will find that you will always come to the same point in the end no matter which way you go. Basically just watch for the fire traps and the moving platforms, the rest is down to exploration.





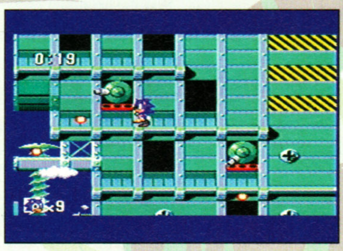
LEVEL 5-3

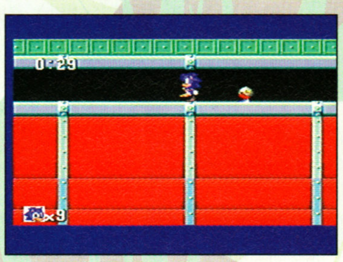
No real boss to defeat here. When you eventually find Ivo he will just run away, run after him and when the opportunity presents itself jump onto the lift to the airship.

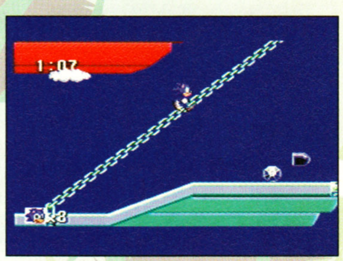


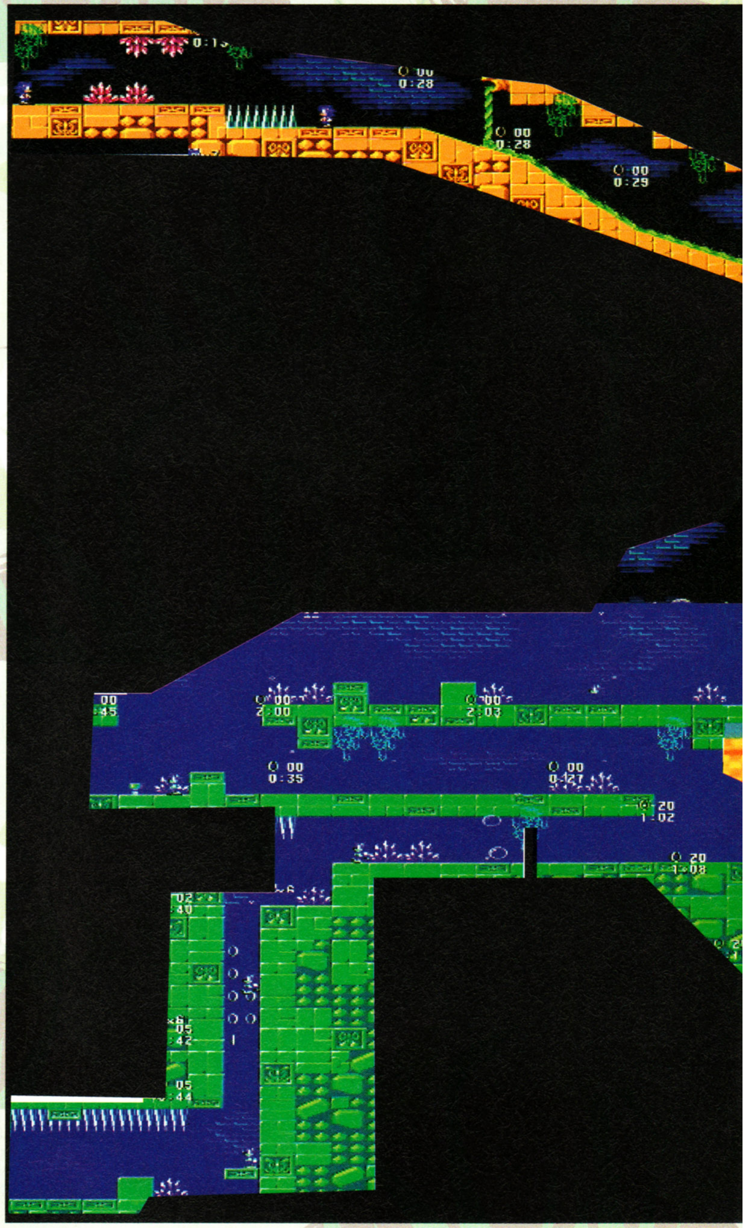
LEVEL 6-1
(The Sky Base)

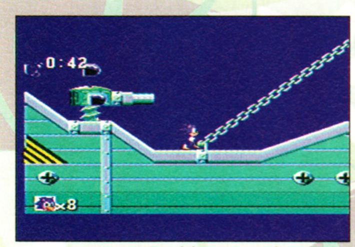
You're almost there now so watch your step. The guns fire in a rotational pattern and when they fire horizontally they will not hit you. Just skip up the platforms between the bullets and then left onto the steps. Run up to the red bird until he flashes yellow. Now run back towards the spikes and let him explode, either the bullets will miss you completely or you will have to dodge the very last one, but this is easy. Run right and go down the chain. You now come





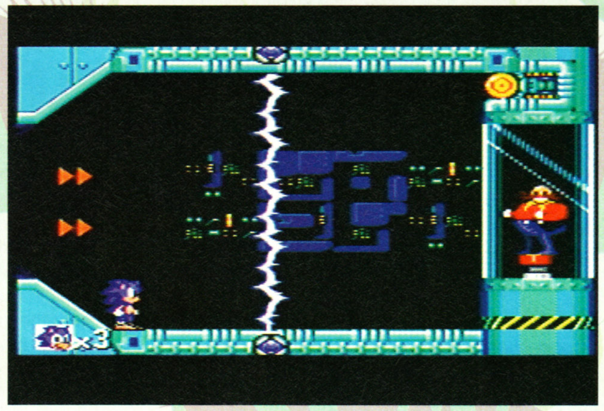






across some very big guns. Jump on top of them taking care to avoid the slow bullets. Then run left through the door.

When you emerge from the other side, you are just seconds from finishing the game. As soon as you see Ivo in his glass case run at him and then jump. Then run back to the left of the screen and wait by the ramp for the lasers to stop – they shouldn't hit you. Jump over the blast of energy. Then with the lasers off, run back hit Ivo and repeat the process. After five or six hits, the lasers will turn on and off (but they are predictable so learn the pattern); dodge the blasts and hit Robotnik. His tank will shatter and then he will run to a transporter. Simply jump in after him and that's it. Game over, man!



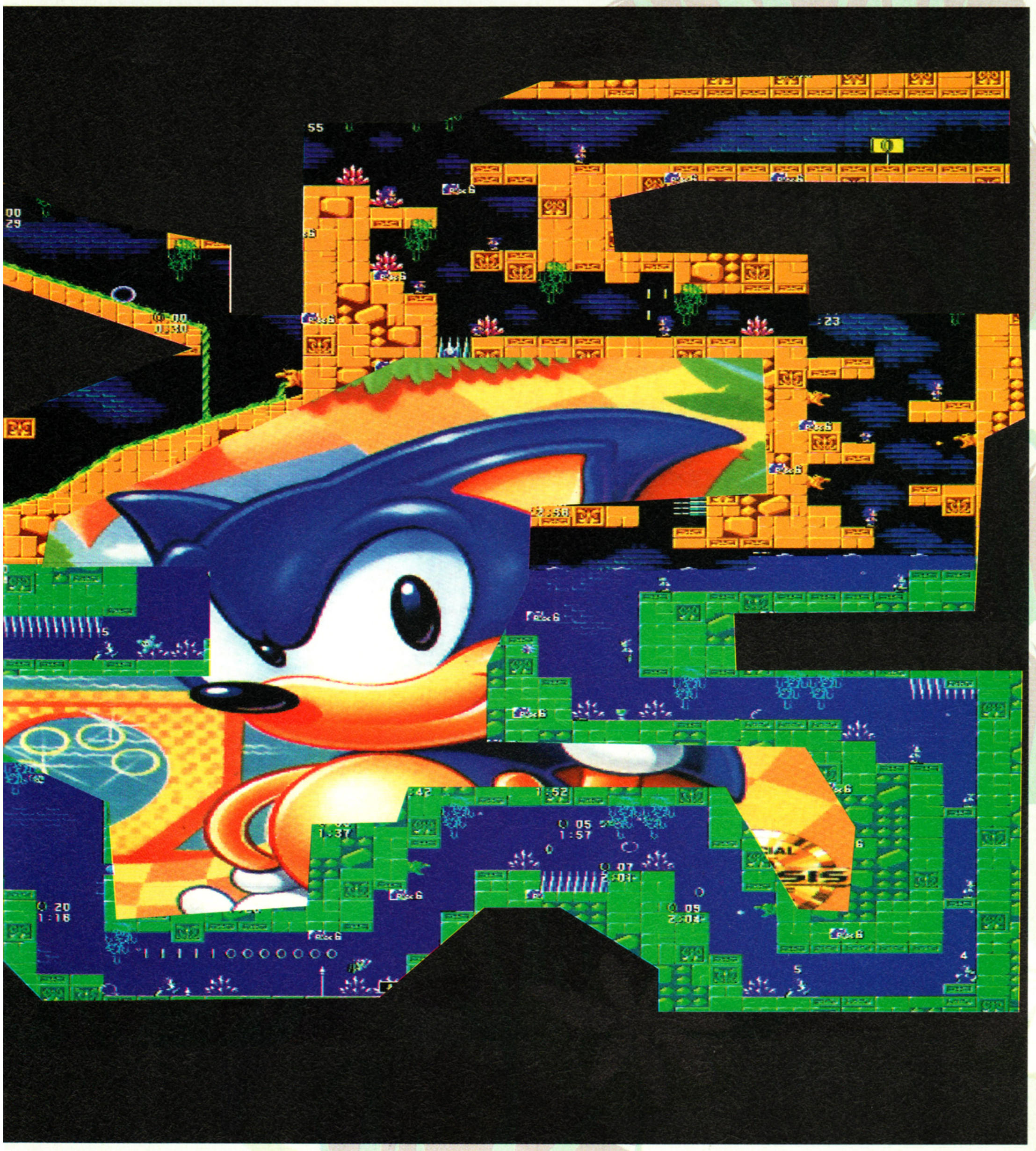
SONIC SORROWS

Alright, give us a break. I admit the Sonic tip that had you all phoning us was a little unclear. Try these out.

On the title screen, press c seven times then up, down, down, down, left and right. Go back to the title screen and enter the command again without the c seven times. Hold down a and press start. You will be on the level select screen. Go to sound select and choose 9E for the staff credits or 9F for the ending.

On the title screen press c,c, up, down, down, down, left, right and start. Now a will take you back to the title screen, b will give you slow motion and c will allow frame by frame movement.

Now for the sprite change cheat that you all wanted. Remember that it won't work on all copies of Sonic, only the very early ones. Press up, c, down, c, left, c, right, c, a and start. Now b will change your shape and a will select other sprites.



OFFICIAL SEGA GENESIS SEAL OF QUALITY

JAMES POND II

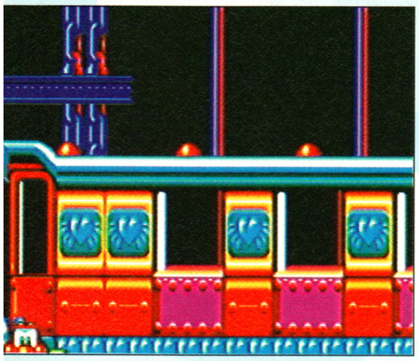
It's big, it's bad, and it's full of more fish jokes than Les Ellis. Yes, James Pond II has come in for the ProTips treatment, as this month we try to go further, and dig deeper than any other mag on the market. Yes, it's true that none other than The Great Damian "Kipper" Butt has actually completed the game without any help from Electronic Arts – although he tried pretty hard. So give that man a slap (with a wet fish) on the back, and on with the game-beating tips from the great man himself. Incidentally, as the game has only just been released, good old "Dame" has left you a few surprises at the end for you to overcome yourselves – so watch out. (We were going to subtitle this piece "Cod and Tips" but we've got more taste than that...)

SECRET ROOM

There is a secret room within the second tower at the right of the castle. Climb up on the ledges and gargoyles till you see the first roof. Jump onto it and then walk into the wall. This will take you to a choice of two rooms; the first door leads to an extended train which is very hard to complete.

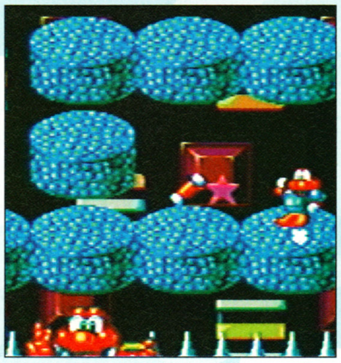
THE TRAIN

To master this locomotive mayhem, you have to stay at the very right of the screen at all times to prevent being squashed by the scrolling screen. If you get used to the obstacles it means you can anticipate them and jump accordingly. If you are quick, you should avoid the jet fighters as well.



HIDDEN SWEETIE ROOM

The second door leads to one of the game's best levels. First of all there is a room full of dolly mixtures, then the fun really starts with the bouncy jelly – an experience you will never forget. This stage contains two sets of armour that will protect James from all harm.

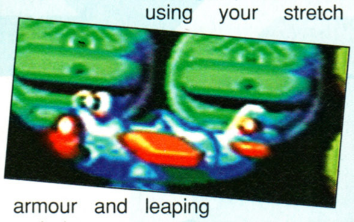


Look to the ceilings for hidden bonuses. Remember, nothing is what it seems so investigate every nook and cranny. For example, there is also a hidden star just after the first bottle of whiskey on the jelly stage.

Bertie Bassets are the worst enemy, they will always get you if your reactions are not razor sharp. Also remember that if you land on spikes and still have energy, you can bounce back off losing only one unit.

SPORTS DEPARTMENT

The only noteworthy thing to remember on these levels is that there is a plane in the surprise package on the level with the black jelly and machines. This is definitely the beginner level, so get proficient at using your stretch armour and leaping techniques.

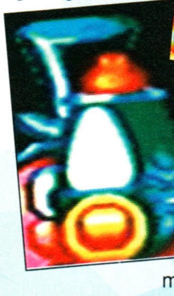


TOY LEVEL

TOY LEVEL

On the first section, there's a plethora of hidden items. Firstly, in the giant pyramid of fluffy squares, if you climb up and over it , halfway down are some different blocks. You can enter the pyramid through these and inside is a star and some bonuses. The second biggie is near the exit. If you drop off the edge of the fluffy block that the exit is standing on, you can carry on walking right till you see a line of big points items – but watch out for the poison!

During the second section, you can go up onto a top level and find a large car protecting some objects; you can use the car to reach the higher plateaus with bigger prizes. If you jump up left, you can continue till you find a trampoline. If you get the wings, you can go right getting all the high bonuses and then a secret exit.



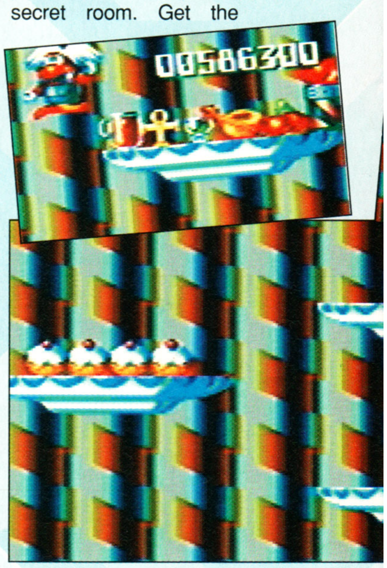
Inside you have to use cannons to reach objects. You must also jump through the candy walls to reach them. The only concealed objects here are again near the exit. There are some coins above the cannons and you can also fall down to find a star where the fluffy blocks turn to bricks.

THE GIANT TEDDY BEAR

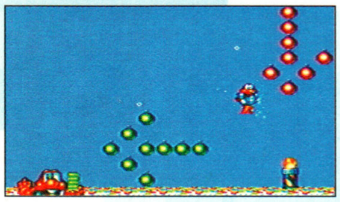
This teddy is easily defeated despite his daunting appearance. All you have to do – famous last words – is wait to see where he is going to drop. If he lands in either of the two corners, jump onto the opposite platform and leap onto his head when you are suited up; this will inflict the most damage. After three or four attacks, he will explode allowing you to access the level above.

SWEET TOOTHS

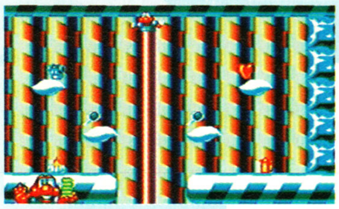
The trick is to be able to reach the spoons covered in presents. You must remember to use enemies as trampolines to jump higher. Near the end there is an extended platform with loadsa goodies and a set of Icarus wings. You must get these if you want to romp around in the secret room. Get the



wings and grab the penguins around the exit, but do not enter it. Now fly directly up to the ledge with more bonuses and another exit. Enter this and you will appear in the secret room with bakewell tarts and two health stars. The next level is set in icing, if you forgive the pun. Above the first cake with candles there is some hidden stuff, with a suit of protective armour.

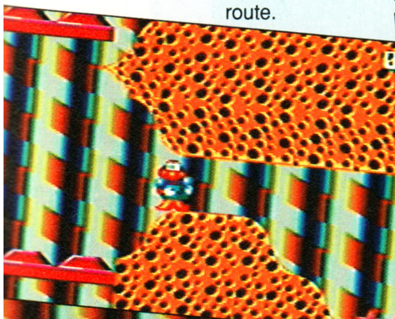


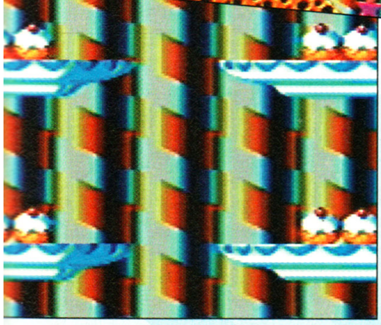
A superb sub-level is the icing vat where you can get some serious points. Directly after it in the first dip, use your stretch power to get up to the next level. Do not go any further, it is a dead end.



Above are two stars and more bonuses. Walk past the chocolate and up to the top tier of the stick of rock to avoid the Bertie Bassets and sail down to the exits.

Okay, pilgrim, so you've made it this far. From now on, it only gets tougher. The Crunchie level can be very deceptive but is, in fact, extremely easy when you know the route.

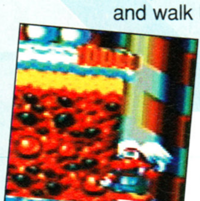


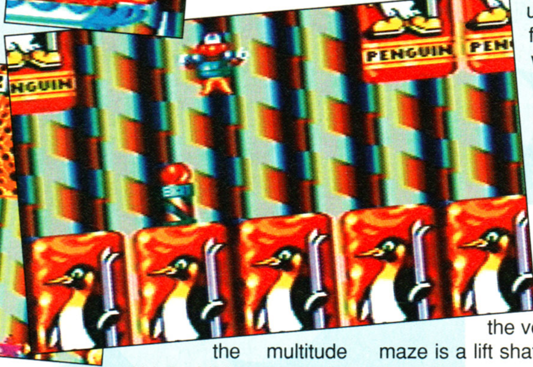


Jump over the first few pits until you come to a long section that steadily goes up hill. When you encounter a moving piece of chocolate, leap on and fall off when it is on the right-hand side. Below is another stationary platform with a cave just beyond. Grab the presents and then jump into the Penguin wrapper for a suit of hidden armour.

The next bit is very important. If you take the next exit, you will have to complete the level again. So as you fall down the hill gathering speed, jump before you hit the bottom then stand on the triangular lift. If you continue to jump when it has stopped, you will go up and find some more points. Now jump down and take the path to the left, go up and right for two objects, then back left using the chocolate platforms to cross the spikes. Get the health stars and go back to the way down. Continue left and fall down to the exit.

The third section is amazingly easy if you know where the hidden wings are. The question is, should I tell you? Okay, you've been good so far, the wings are on the furthest cake on the right. If you drop down and walk left back into the cake, you will receive the wings and can sail up through the level with no trouble. Just watch out for the multitude of birds. Midway is another cake with health stars and more wings.





The next level consists solely of Penguin wrappers and exits. Jump over all of them and keep walking right. When you come to the last one you will see a drop on the other side. Go this way to exit the level.

Hmmm, a tough one this. As you will find out, this level is entirely upside down so just remember to reverse the controls to jump properly – good luck. Near the end is a platform with four stars, so it is advisable to get these if you're low on energy.

CAR LEVEL

This is where the game gets really mean and the levels longer. If you think being steam-rollered by a ten ton locomotive is fun, then enjoy yourself.

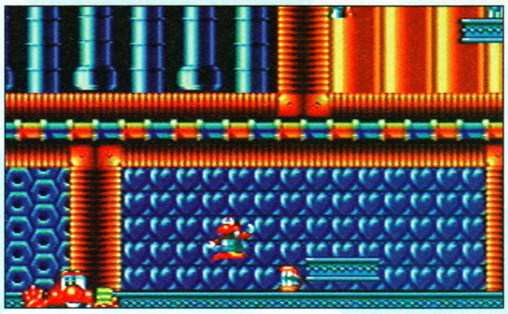
Use the trains to reach the stars in the Exclamation boxes and higher platforms, the rest is straight forward.

Second section (train)

Just avoid the planes and don't let the edge of the screen get you. The exit is only several carriages away.

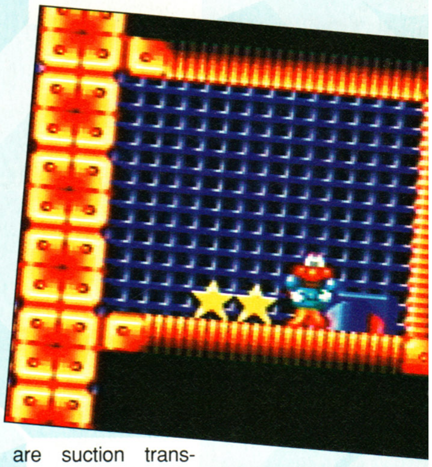
Third section (girders)

Watch out for falling girders, some will crush you to a pulp if you're not careful. The way to combat them is to walk up to them very close but not underneath. If it drops, you can reflect on how lucky you were. To climb to the taller platforms scattered with goodies, you must leap on the trains and the additional lift will catapult you higher than usual. Also, look out for surprise toasters who will try to leap out and toast you.



Fourth section (tubes)

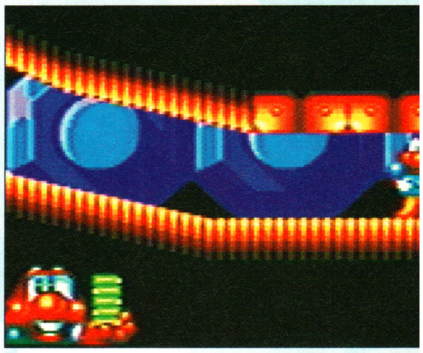
This level is crammed with hidden bonuses that many will miss if they are not paying attention. On the very left corner of the maze is a lift shaft with five exits. On three there are penguins which need to be collected to exit the level. Use the lift to reach them. When you have them all, there is a short cut back to the upper levels. Take the first exit on the shaft and drop down to the bottom. Go up on the first ledge and do not walk into the starred squares. When you have reached the top of the passage, run back down at full tilt, this will send you through the weird blocks which are suction transporters. On the other side are three bonuses. Now you are ready to enter the transporter. Walk into it a step at a time until you get taken then, when you rise into the black, push right to step off into a room with three strength stars. If you walk right after being sucked up the second transporter, you can enter the wall and climb up to find a star and some bonuses.

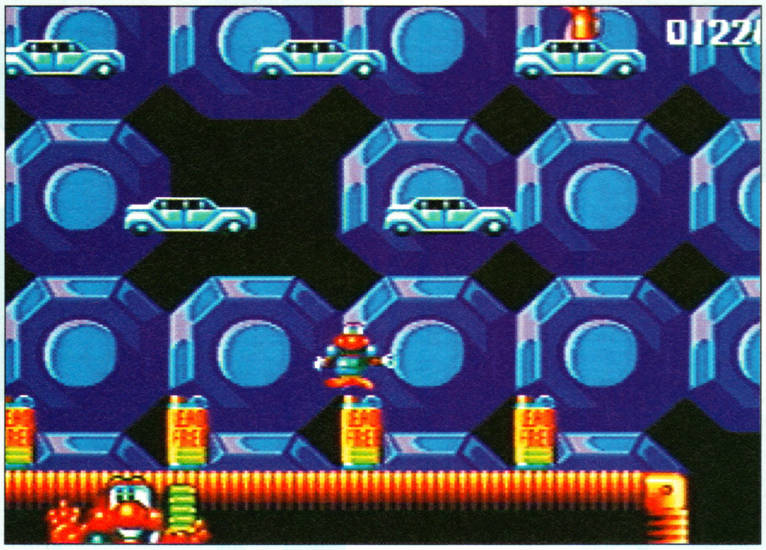


Now go to the room with an arrow pointing right (with the long transporter running through it) and go right straight away. Soon you will come to a four-way crossroads. Get the two umbrellas and drop down the gap, picking up objects as you float down on the umbrellas Mary Poppins-style. Use the trampoline to bounce back up the shaft to the very top where the exit is.

Fifth section (more tubes)

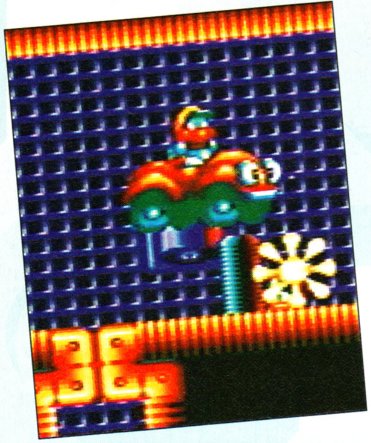
This level is a continuous pipe. In each dip there is a patch of different ceiling; stretch into it and you will find two successive secret rooms and a series of massive bonuses for each one you come across. To the right of the exit is another tube; climb up in and find some mega bonuses.





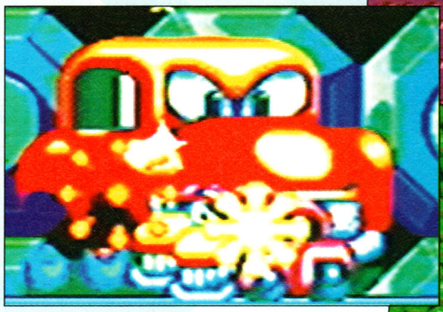
Sixth Section (automobile antics)

Do not open the first two presents as they contain meanies. Go up the first ledge (up-left at the second present) and you will find a car in a present. Use it to run over all the meanies to the right of the level. Keep going right till you find a pressure switch. Press it and the square on the floor a bit before will be raised to let you get the bonuses. Now go right from here and up onto the top level. Here is the exit to the stage.



CAR TROUBLE

The second guardian is the giant car which spits smaller minis at you.



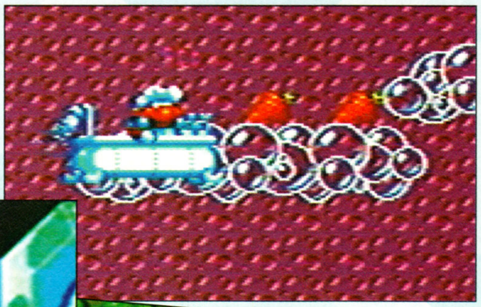
Once you have the system, it is easy. Just leap onto it and bounce up onto the single ledge in the centre of the screen. As the car jumps below, wait until he is to one side and leap onto him (shielded up) and then use the force of the blow to get back on top and repeat the process.

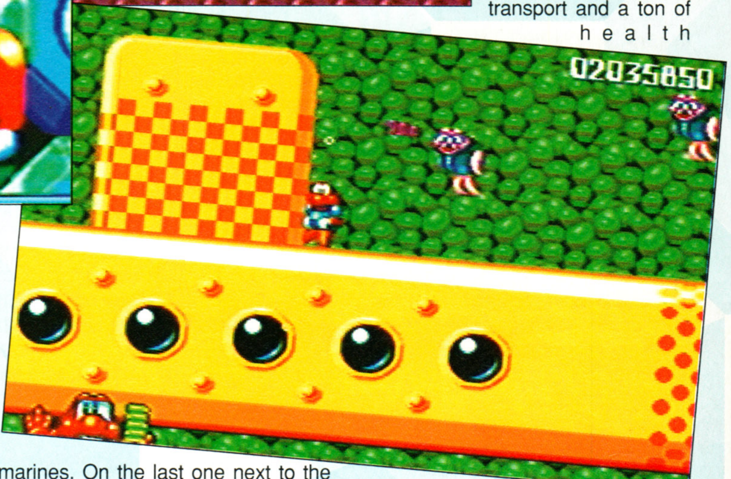
BOIL, BUBBLE, TOIL AND TROUBLE

The first section is a simple scrolling screen job which is made incredibly easy by the bath tub found in the first present. You can use this over the next couple of levels to evade enemies and generally make life easier. When you reach the exit, make sure you are still in the bath so that you can continue with it on the next level.

The next level is straightforward; just use the bath to collect all the bonuses and remember the horde of goodies beyond the large bath; do not enter it until you have collected them.

Now enter the strange and wonderful world of the deep. All the next couple of levels are set in the extended bath tub. You must grab the bonuses from around the yellow submarines. On the last one next to the exit, you can drop into the conning tower for a big bonus.



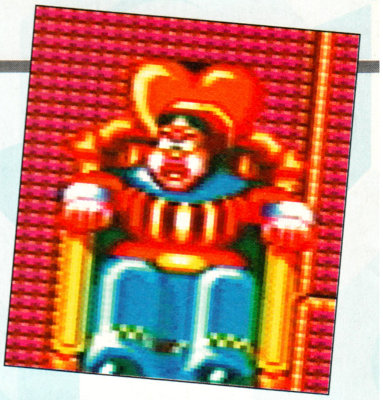


The levels in the pirate ship are covered with hidden coins which can be uncovered by banging the ceiling; if it opens then do it again and a coin will be revealed.

The next couple of levels are fairly straightforward; just remember that the last level is a scroller so stay ahead and try to pick up the plane halfway through (it's in the present).

ACES IN THE HOLE

The Queen of Hearts guards the next level and she can be a pain to dispatch. Avoid the first four cards she drops, then jump up the platforms. If you stay pushed against one wall, she cannot get you. Now wait for her to approach and jump on her suited up for more damage. After four attacks she should disappear.



OH, OH!

Actually, messing with the big boy shouldn't be too much trouble if you know where the best secret room of the lot is. Without a plane, bath tub or car the castles of Lego and Jack's beanstalk are quite amazingly tough.

On the first Lego level, get the exit which is top right. Now when you are standing next to it, jump over and drop down the gap to the right; you will now be transported to a secret room with all three modes of transport and a ton of health bonuses and penguins.

On the beanstalk level, stay to the right of the screen and go straight up collecting the two blue stars; you will find the exit above you.

This castle is also simple with the plane. Just go directly up from the start, collect all the items, then fly along the top right. When you reach the end, lower down and look for the exit, it should be directly below you.

The Tower is tough, real tough, if you are on foot, but use the plane and you just fly up one side and the exit is at the top. Go right as far as possible and then down to find the exit to the second castle.

Next month, if the D-man is feeling particularly helpful, he says he might reveal the game-beating tactics to finally finish off the fish's fiendish foe. Don't touch that dial!

ON THE TWELFTH DAY...

... of Christmas KC's Computer & Console Magic gave to me:

★ Any Sega game, two Sonic T-shirts and a hard plastic MD carry case in a pear tree.

Pete "port and pies" Hewitt of KC's then asked:

What does KC stand for?

A Keith Chegwin B Kevin Costner C Neither

See page 75 for more details and official competition entry form.

Game VIDEOS

Complete your favourite game by seeing how it's done.
Videos show the whole game being played from start to finish. Nothing is missed out.
Fast forward to a difficult section, or sit back and watch the full game before you buy it.
Videos recorded in digital stereo.
Full game soundtracks and effects.

TAPE 1
James Pond II (RoboCod), Arcus Odyssey, The Immortal and Vapor Trail

TAPE 2
Toejam & Earl, Spider-Man, Fantasia and Thunderforce III

Videoplay™
ONLY £7.99 EACH OR BOTH TAPES FOR AN INCREDIBLE £12.99

Trade enquries invited
Cheque/PO (please add £1 p+p), or enquiry to:
Videoplay, 5 Temple House, Temple Street, Keynsham,
Bristol BS18 1DW. (please state which tape[s] you require)
Tape 3 available soon (SAE with order for details)
Videoplay is a trademark of IBS. All rights reserved.

LEISURE-TIME

UNIT 104,
OYSTON MILL,
STRAND ROAD,
PRESTON,
LANCS PR1 8UR

Access VISA

SEGA MEGADRIVE + OFFICIAL SEGA POWER ADAPTOR + JOYPAD FOR LESS THAN

- ★ **IN STOCK, DESPATCHED TODAY!**
- ★ **COURIER SERVICE! (inc post, packing + insurance) £9.00**

£75* **(inc VAT) + P&P**

✱ This is how much you will pay for your Megadrive if you take advantage of our fabulous Xmas offer Sega Megadrive + Power + 5 games (worth approx £125) for only **£199.99**, ring for further details

Tel: (0772) 735031 (after 6pm 0772 735750)
MANY OTHER DEALS AVAILABLE – PLEASE CALL!

VIDEO GAME CENTRE

MEGA DRIVE

Quackshot	34.99
Robocod	39.99
Golden Axe II	34.99
F22 Interceptor	39.99
The Immortal	39.99
Shadow of the Beast	39.99
Toejam & Earl	34.99
Road Rash	39.99
Beast Warriors	39.99
Fighting Masters	39.99
Streets of Rage	34.99
Marble Madness	39.99
P.G.A. Golf	39.99
Devil Crash	34.99
Mercs	38.99
Speedball II	34.99

GAME BOY

Battletoads	24.99
Turrican	24.99
Robocop 2	24.99
Metroid 2	24.99
Kid Icarus	24.99
Double Dragon 2	24.99
Mega Man	24.99
The Simpsons	24.99

SUPER N.E.S.

Super N.E.S. System + Mario (plays Jap games too!)	249.99
Final Fantasy II (USA)	49.99
S. Ghouls & Ghosts (USA)	44.99
Formation Soccer (JAP)	49.99
Joe & Mac (JAP)	49.99
Paperboy 2 (USA)	44.99
Chess Master (USA)	44.99

GAME GEAR

Solitaire Poker	24.99
Space Harrier	24.99
Mickey Mouse	24.99
Galaga '91	24.99
Shinobi	24.99
Ninja Gaiden	24.99
Devilish	24.99
Sonic	Call

LYNX

Cyberball	28.99
Stun Runner	28.99
Hard Drivin	28.99
Bill & Ted's	28.99
Awesome Golf	28.99
Robotron 2084	28.99
Qix	28.99
Viking Child	28.99

PLEASE CALL FOR NEW TITLES ARRIVING EVERY WEEK

Send SAE for full price list
Video Game Centre, 870 Wimborne Road,
Bournemouth BH9 2DR
Tel/Fax 0202 527314

Access VISA

KINGBIT GAMES

9 CALEDONIAN ROAD, HAYMARKET, EDINBURGH, EH11 2DA.

Access VISA

TEL: 031 337 9610
FAX: 031 313 4204

OPEN MON-SAT
10AM-6.30PM

FAMICOM (SCART) INC ONE GAME OF YOUR CHOICE	£240
SUPER NES INC MARIO	£225

FAMICOM GAMES

ACTRAIZER	41.00
BIG RUN	29.00
CASTLEVANIA IV	CALL
DARIUS TWIN	38.00
F-ZERO	39.00
FINAL FIGHT	41.00
GHOULS N GHOSTS	46.00
GOEMAN WARRIOR	42.00
HYPER ZONE	38.00
MARIO WORLD	41.00
PILOT WINGS	41.00
PRO SOCCER	35.00
R-TYPE	39.00
SUPER TENNIS	42.00
UN SQUADRON	41.00
US/JAP ADAPTOR	29.00
J.B. KING JOYSTICK	65.00
RAPID FIRE UNIT	19.00

WE OFFER A MAIL ORDER SERVICE
P&P CONSOLES £7
GAMES £1.
ALL CONSOLES MADE A ONE YEAR GUARANTEE. WE ALSO SELL 2ND HAND GAMES

★ MEGA DRIVE ★ MEGA DRIVE ★ MEGA DRIVE ★

MEGA DRIVE INC ONE GAME, JOYPAD + PSU	£130
MEGA DRIVE INC THREE GAMES, JOYPAD + PSU	£185
CHOOSE ANY GAMES UP TO THE VALUE OF	£34

I.E. SONIC, WRESTLE WARS, ICE HOCKEY, ROAD RASH ETC

MEGADRIVE GAMES

ALIEN STORM	29.00
BATMAN	28.00
DINOLAND	27.00
DICK TRACY	21.00
DEVIL CRASH	34.00
DONALD DUCK	CALL
F22 INTERCEPTOR	CALL
GAIN GROUND	21.00
GAIRIES	28.00
GYNOUG	28.00
GOLDEN AXE	28.00
GOLDEN AXE II	CALL
HELLFIRE	26.00
E A HOCKEY	34.00
JOHN MADDEN FOOTBALL	32.00
MERCS	34.00
MICKEY MOUSE	27.00
MAGICAL HAT	23.00
P.G.A. GOLF	34.00
ROAD RASH	34.00
SONIC	30.00
STRIDER	28.00
SUPER MONACO	33.00
SHADOW DANCER	21.00
SPIDERMAN	32.00
ONSLAUGHT	25.00
THUNDERFORCE II	25.00
THE IMMORTAL	CALL
TOE JAM & EARL	36.00
STAR FLIGHT	39.00
SHADOW OF THE BEAST	CALL
VERYTEX	25.00
VOLIFIED	27.00
WRESTLE WARS	32.00
ZERO WING	32.00
ZOOM	19.00
ARCADE POWER STICK	35.00
TURBO JOYPAD	15.00
JAP CONVERTOR	10.00
PYTHON JOYSTICK	11.00

ATARI LYNX

ATARI LYNX	£84.00
A.P.B.	26.50
STUNRUNNER	26.50
BILL & TEDS EXCELLENT ADVENTURE	26.50
TURBO SUB	26.50
MS PACMAN	26.50
BLUE LIGHTENING	26.50
CHEQUERED FLAG	26.50

MANY MORE GAMES IN STOCK
PLEASE CALL FOR PRICES

GAMEGEAR	£92.00
GAMEGEAR INC GAME	112.00
MASTERGEAR	24.00
MAGNIFIER	18.00
TV ADAPTOR	CALL
PROTECTOR/WALLET	7.00

GAMEGEAR GAMES

BASEBALL 91	23.00
DEVILISH	23.00
CHASE HQ	23.00
MICKEY MOUSE	23.00
GALAGA 91	24.00
GRIFFIN	23.00
NINJA GAIDEN	24.00
SHANGHAI	22.00
WONDERBOY	19.00
MAGICAL GUY	23.00
SHINOBI	24.00
FANTASY ZONE	23.00

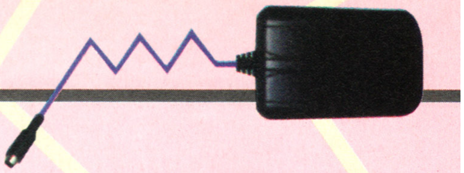
PLEASE CALL FOR OTHER GAMES

GAME BOY

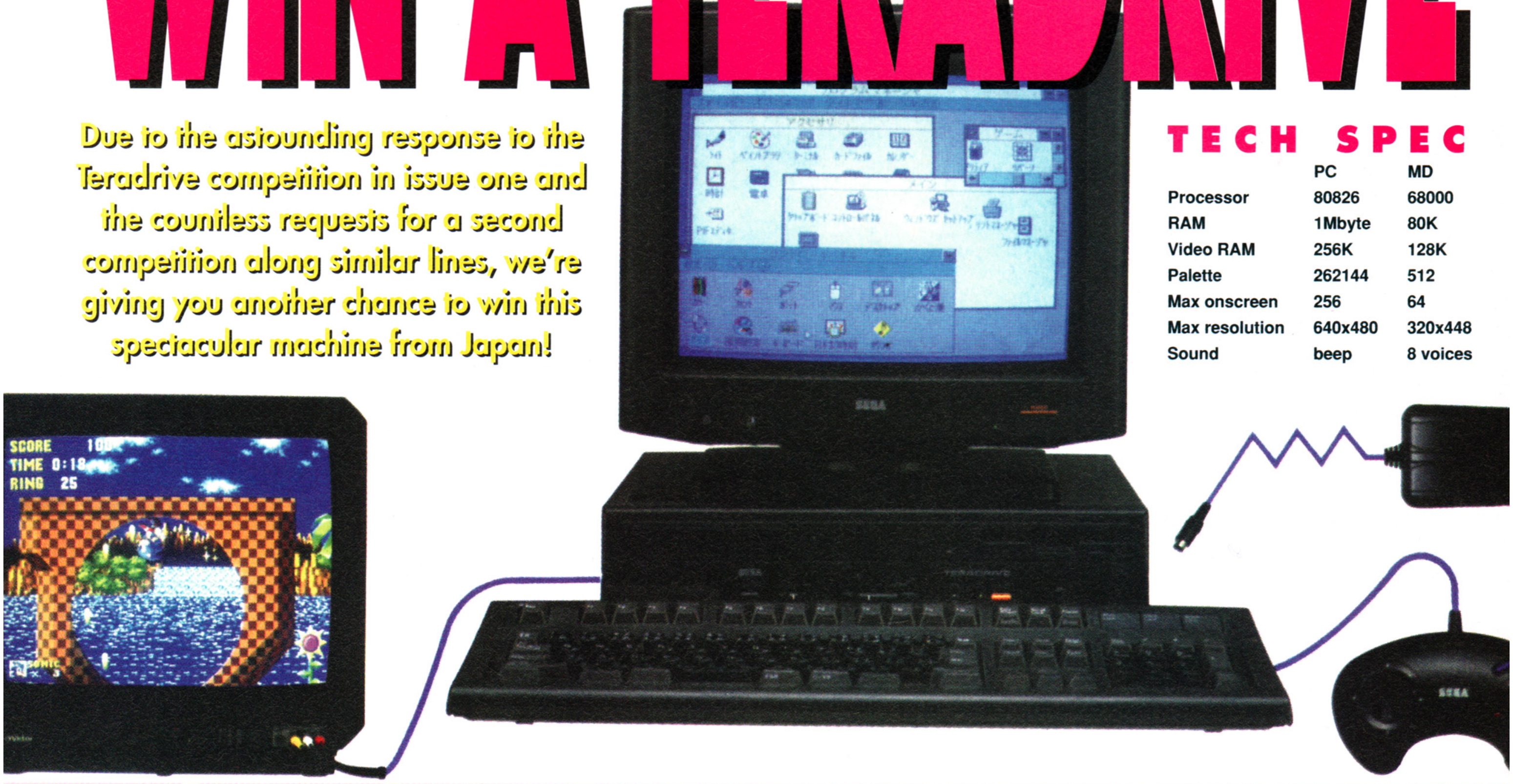
GAMEBOY INC GAME	£67.00
THE PUNISHER	22.50
R-TYPE	19.99
BATTLETOADS	22.50
ROGER RABBIT	22.50
SNEAKY SNAKES	20.50
CASTLEVANIA II	22.50
ROBOCOP II	22.50
OPERATION C	22.50

MANY MORE GAMES IN STOCK
PLEASE CALL FOR PRICE

PLEASE STATE IF YOU WISH UK OR JAPANESE GAMES



WIN A TERADRIVE



Due to the astounding response to the Teradrive competition in issue one and the countless requests for a second competition along similar lines, we're giving you another chance to win this spectacular machine from Japan!

TECH SPEC

	PC	MD
Processor	80826	68000
RAM	1Mbyte	80K
Video RAM	256K	128K
Palette	262144	512
Max onscreen	256	64
Max resolution	640x480	320x448
Sound	beep	8 voices

AMAZING TERADRIVE GIVEAWAY!

Yes, yes, yes! I want to get my hands on a Sega Teradrive. My answers to the questions are as follows:

QUESTION 1	QUESTION 2	QUESTION 3
A ☐	A ☐	A ☐
B ☐	B ☐	B ☐
C ☐	C ☐	C ☐

Name ....

Address ....

....

....

Postcode.......................................Tel. No...

Dial 0891 662550 now to get the questions to the competition. Tick the appropriate boxes on this coupon and send it (or a photocopy) to SegaPro Teradrive Competition 2, Paragon Publishing, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS. All entries must be received by 21st January 1992.

Calls cost 36p cheap rate and 48p per minute at all other times. Please get permission from the person who pays the phone bill before you call. Closing date for the competition is 21/1/92.

Sega's Teradrive is a high specification PC compatible computer and powerful Mega Drive rolled into one. Not only can you plug Mega Drive carts into it, but you can also play PC games and run PC applications. The unrivalled Teradrive comes complete with monitor and keyboard. It's a dream machine — and it could be yours!

TO ENTER, SIMPLY DIAL

0891 662550

and listen to three simple multiple choice questions. Fill in the coupon on the left (or a photocopy of it) and send it to the address provided. It couldn't be easier!

QUESTIONNAIRE

We've got five free carts to give a way to the first five questionnaires pulled out of the hat on January 23rd 1992. Simply tick the boxes below, send the complete page, or a photocopy to: Questionnaire, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

NAME ....

ADDRESS ....
....
....
....

HOW OLD ARE YOU? ....

ARE YOU? ☐ Male ☐ Female

PLEASE STATE WHETHER YOU ARE IN FULL-TIME EDUCATION OR WHETHER YOU HAVE HAVE A JOB.

☐ School

☐ College/University

☐ Work

Occupation ....

WHICH MACHINE DO YOU OWN OR INTEND TO BUY WITHIN THE NEXT SIX MONTHS?

☐ Master System

☐ Mega Drive

☐ Mega-CD

☐ Game Gear

☐ Other (please specify) ....

HOW MANY GAMES DO YOU OWN FOR YOUR MACHINE?

Number of games owned ....

Favourite game ....

HOW MANY GAMES DO YOU BUY ON AVERAGE PER MONTH?

Number of games bought ....

HOW MANY OTHER PEOPLE READ YOUR COPY OF SEGAPRO EACH MONTH?

How many others read SegaPro ....

Who reads your copy of SegaPro ....

WHICH OTHER MAGAZINES DO YOU BUY REGULARLY, WHY AND HOW DO YOU RATE THEM?

Other magazines bought ....
....
....

And why? ....
....
....

Magazine ratings (from 1 to 10) ....
....
....

HOW DO YOU DECIDE WHICH NEW GAMES TO BUY?

☐ Review in SegaPro

☐ Review in another magazine

☐ Advert

☐ Shop assistant's recommendation

☐ Friend's recommendation

☐ Other (Please specify) ....

WHERE DO YOU NORMALLY PURCHASE YOUR GAMES?

☐ Shop

☐ Mail Order Suppliers

☐ Other (Please specify) ....

WHAT WAS THE LAST GAME YOU PURCHASED?

Last game purchased ....

DO YOU OWN ANY ACCESSORIES OR INTEND TO GET ANY?

Accessories owned ....
....

Intending to purchase ....
....

WHICH SECTIONS OF SEGAPRO DO YOU PARTICULARLY LIKE?

Give each section a rating from one to ten and add any comments you have on them (after all the magazine is for you, so we do listen).

ProNews ....
....

Big in Japan ....
....

ProViews ....
....

ProReviews ....
....

ProTest ....
....

ProTips ....
....

Competitions ....
....

ProScores ....
....

Game Over ....
....

HOW DO YOU RATE THIS ISSUE OF SEGAPRO COMPARED TO PREVIOUS ISSUES?

Better or worse, and why ....
....

HOW DO YOU RECEIVE YOUR COPY OF SEGAPRO?

☐ W H Smith

☐ John Menzies

☐ Other Newsagents

☐ Supermarket

☐ Subscription

☐ Nick it from a friend

THE CHRISTMAS ISSUE FEATURED A GIFT ON THE COVER. WHAT ARE YOUR COMMENTS?

Do you like it ....

Have you found it useful ....

Is it worth paying extra for ....

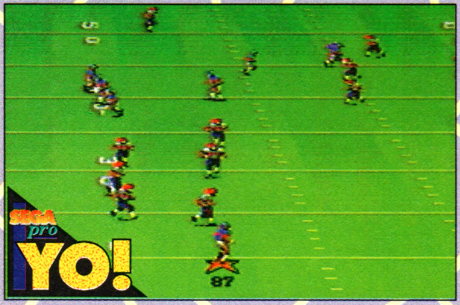
What other gifts would you like to see on the cover (so long as the cover price didn't increase by more than £1) ....
....

HAVE YOU ANY OTHER COMMENTS ON SEGAPRO?

Comments ....
....
....
....
....

SEGAPRO

MEGA DRIVE



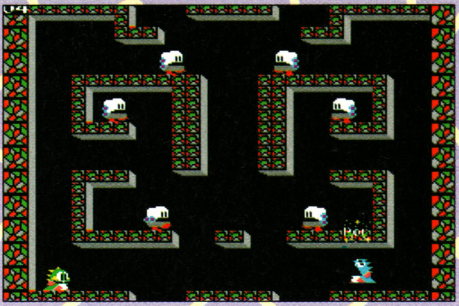
JOHN MADDEN '92 .....£35.99

PIT-FIGHTER £35.99

JAMES POND II £35.99

THE IMMORTAL £41.99

MASTER SYSTEM



BUBBLE BOBBLE £27.50

HOLE 3
PAR 4
SCORES
33 YDS
PUNCH
CLUB 1W
POWER
HOOK
SLICE

LEADERBOARD £27.50

00
0:02
SEGA pro YO!

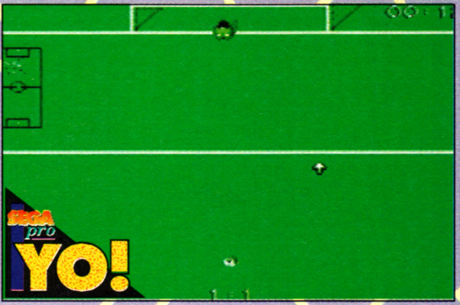
SONIC.........................£27.50

OK WHAT DO YOU WANT TO BUY !
EXIT
BUY
0006660
PLAYER 1

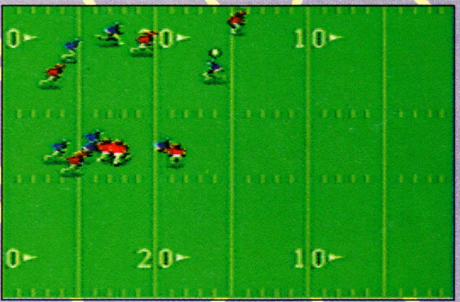
XENON II £27.50

GAME GEAR

LEADERBOARD............£22.99



KICK OFF £25.99



JOE MONTANA FOOTBALL.£22.99

OUT RUN £22.99

SAVERS

ACCESSORIES & MISCELLANEOUS

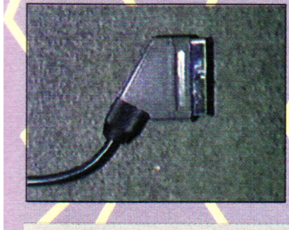
MEGA DRIVE

ARCADE POWER STICK £32.99

MEGA DRIVE JOYPAD £13.99

POWERBASE CONVERTER £27.99

MEGA DRIVE CARRY CASE £18.99



SCART LEAD £12.99

MASTER SYSTEM

CONTROL PAD £6.50

GAME GEAR

MASTER GEAR £24.99

THE Complete SEGA SOLUTION

- FACT-PACKED GAME REVIEWS
- WINNING TRICKS AND TACTICS
- COMPREHENSIVE SOLUTIONS

Dominic Handy
Richard Monteiro

SEGA TIPS BOOK £9.99

SegaPro Club Membership Card
This card entitles the holder to a further
5% OFF
any item on the SegaPro Savers pages

JOIN THE SEGAPRO CLUB

When you join the SegaPro Club you receive a full year's supply of Britain's biggest, brightest and bubbliest Sega magazine. In addition, you get a SegaPro T-Shirt, a SegaPro pen and a SegaPro Club memebership card which entitles you to a further 5% discount on anything you purchase from these pages.

To find out how to join turn to page 76.

ORDER FORM

I would like to order the following:

ITEM	PRICE

enclose a total of £

Method of payment (please circle)

Cheque • Postal Order • Access • V•Visa

Credit Card No

Expiry date

Name

Address

Postcode

Telephone

Signature

SEND THIS FORM TO:

SegaPro Savers
Paragon Publishing
FREEPOST (SN 1543)
Trowbridge
Wiltshire BA14 8YA

Or telephone our Mail Order Hotline on
0225 765086

Please make all cheques payable in pounds Sterling to Paragon Publishing Limited.

pro SCORES

You wanted one, so here it is: ProScores. Seeing as SEGAPRO has zoomed up to become the top-selling Sega mag in the UK, this must make ProScores a collection of the top Sega gamesplayers in the country. But don't worry if your scores aren't record-breaking, because for every game we try to print a fair range of scores, just to prove that there may be someone out there who's not as good as you.

Don't forget, this page is dedicated totally to you. Every month, we'll pack it with your high scores and your pictures. So if you think you've got what it takes to become a true Pro, stick your best scores down on the form below (and don't forget to put what system they're on) and send it into us along with a photo of yourself and some kind of proof to the score.

This proof could either be a photo of the high score onscreen, or just a piece of paper with your mum or dad's signature on it proving you're honest. Don't forget, these scores should be obtained WITHOUT any cheats, and if we smell a rat we might just contact you and get you to come down here and perform your gamesplaying "feat" under laboratory conditions.

MEGA DRIVE

ALTERED BEAST

10,026,300	Paul Maseldine, Notts
6,530,500	Joe Colledge, Durham
1,410,500	A. Learman, Essex

ARNOLD PALMER'S GOLF

$850,000	Joe Colledge, Durham

DEVIL CRASH

357,000	Richard Monteiro, SEGAPRO

FATAL REWIND

32,200	Steve Marriott, Staffs

GOLDEN AXE

235.5

Joe Colledge, Durham

HARD DRIVIN

1'17.35 (hard)	Dom Handy, SEGAPRO

HELLFIRE

2,913,990	Paul Maseldine, Notts
2,765,590	A. McEwan, Ross-Shire

SEGA ....GAME...
SCORE ....DATE..
SEGA ....GAME...
SCORE ....DATE..
SEGA ....GAME...
SCORE ....DATE..
SEGA ....GAME...
SCORE ....DATE..

Name..
Address...
....Postcode ....
Self Photo enclosed ☐ Game photo enclosed ☐

Send to ProPros, SegaPro, 7 Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.
If you want your photos returned, please enclose a SAE.

JAMES POND II

4,256,800	Damian Butt, SEGAPRO

RAIDEN TRAD

1,244,500

Antony McEwan, Ross-shire

SONIC THE HEDGEHOG

1,244,500

Steven Paul Taylor, Altrincham

210,500	A. Learman, Essex

SPACE HARRIER II

26,291,600	P. Maseldine, Nottingham

SPIDER-MAN

94,613,180	R. Woolford, Twickenham

STREETS OF RAGE

674,700	Nick Riley, Stoke

STRIDER

475,600	A. Learman, Essex

WORLD CUP ITALIA 90

37-0	A Learman, Essex

MASTER SYSTEM

ALEX KIDD MIRACLE WORLD

136,800	Lee Jackson, Yorkshire
105,050	Jamie Farrier, Tunbridge Wells

CALIFORNIA GAMES

(Footbag)23,570
(BMX) 93,460

Gregory Hook, Kettering

DOUBLE DRAGON

92,520

Jamie Farrier, Tunbridge Wells

FANTASY ZONE

9,999,999	Duncan Smith

GHOULS 'N' GHOSTS

31,300	Gareth Hughes, Cardiff

GOLDEN AXE

328.9	Duncan Smith
247.0	Jamie Farrier, Tunbridge Wells

GOLFAMANIA

(Pro Tournament)

13 Under	Rhodri Williams, Clwyd

HANG-ON

1,872,840	Duncan Smith

CASTLE OF ILLUSION

146,700	Lee Jackson, Yorkshire
140,820	Calvin Holbrook, Isle of Wight
95,020	Daniel Ellis, Truro
38,820	Gareth Hughes, Cardiff

Gareth Hughes, Cardiff

Daniel Ellis, Truro

PSYCHIC WORLD

818,100	Calvin Holbrook, Isle of Wight

TEDDY BOY

1,058,580	Paul Maseldine, Nottingham

VIGILANTE

56,700	Gareth Hughes, Cardiff

WONDER BOY II

9,617,600	Calvin Holbrook, Isle of Wight

GAME GEAR

MICKEY MOUSE

155,610	Matthew Mead, Herts
109,990	Mark Radford, Hailsham

SHINOBI

83,200	Matthew Mead, Herts
19,000	Mark Radford, Hailsham

SUPER MONACO GP

99	Matthew Mead, Herts

WONDER BOY (REVENGE OF DRANCON)

1,250,310	Christian McGrane, Mid Glamorgan
50,000	Mark Radford, Hailsham

Tetris (Mac) 11,494 ish Di Tavener

Access **M.V.L SOFTWARE** VISA

TEL 0354 56433 FAX 0354 660861

When you want to buy from a shop with mail order facilities buy from us!

FOR TRADE ENQUIRIES ONLY TEL: 0354 661066

Megadrive to play English, U.S.A., Jap	£110.00
As above but with any 2nd hand cart	£118.00
As No.1 but with choice of selected new games	£125.00

Sega Master System II	£59.99	Jap Game Gear Plus game	£105.00
Sega Master System II Plus	£89.99	Master Gear Convertor	£29.99
Sega Game Gear	£97.99	Wide Screen	£18.99
With any game	£118.99	Link Lead	£7.99

English Imported Game 19.99 or 24.99
Gameboy with Tetris plus any 2nd Hand Game 74.99

WIDE RANGE OF NEW UK + IMPORTED GAMES FOR ALL THE ABOVE, WIDE RANGE OF SECOND HAND GAMES FOR ALL MACHINES – PRICES FROM £6.00

Nintendo NES & Games
New and Second hand (CALL)

Super Famicom & Games
New & Second Hand (CALL)

U.S.A. Famicom and Games (Call) Games adaptor for American to Jap

WANT TO PART EXCHANGE YOUR OLD CONSOLE AND/OR GAMES THEN TRY OUR PART EXCHANGE SERVICE

Accessories – Blank Disks – Joysticks – Software – Mice – etc.

AMIGA
COMMODORE 64
AMSTRAD
ATARI ST
ATARI LYNX
SPECTRUM

MAKE CHEQUES/PO's TO M.V.L.

Automatic Privilege Membership Free with 1st Order
P&P £1 Software, £5 Hardware, £8 24hr Courier Delivery
Callers welcome to the shop 9am to 10pm 7 days a week

M.V.L. SOFTWARE

WHITEHART BUILDING, NENE PARADE,
MARCH, CAMBS, PE15 8PH

NEW YEAR SURPRISES

SEGA 4 pro

THURSDAY 16 JANUARY

THE CHRISTMAS RECOVERY ISSUE

To celebrate the New Year, we'll have: Golden Axe 2, Double Dragon 2, Task Force Harrier Ex, Fighting Masters, The Funky Horror Band, GG Aleste, Tecmo Cup, Buck Rogers, Ariel, Laser Ghost, Dahna, F-1 Circus, F-1 Grand Prix, Sonic on GG, Paperboy, Sega Hockey and loads of other games that other mags won't even know about yet!

SEGAPRO ADVERTISERS ENJOY AN INCREDIBLE LEVEL OF RESPONSE, SUCH THAT AROUND 90% REPEAT THEIR ADVERTISING EACH MONTH.

BEST-SELLING SEGA MAG – BIGGEST SEGA MAG ALREADY

EXCELLENT RATES – START AT JUST £84

MENZIES AND SMITHS PROMOTIONS (EXCLUSIVE TO SEGAPRO)

YOUR CHOICE OF POSITION – NOT OURS

EDITORIAL BACKUP AND PROFILES – EXTRA COVERAGE

WE CAN DESIGN YOUR AD FROM SCRATCH – USUALLY FREE OF CHARGE

TO FIND OUT HOW YOU CAN BECOME PART OF SEGAPRO CALL

ANDREW SMALES ON
0225 765086

DON'T RUN THE RISK OF MISSING AN ISSUE OF SEGAPRO

Newsagents are selling out fast of Britain's biggest, brightest and best-selling Sega magazine, so ensure that you get your copy each month by either subscribing (see our great offer on page 72) or by handing your newsagent the completed form below.

DEAR NEWSIE!

Please order me a copy of SegaPro each month.

Name..

Address..

....

Telephone...

Note to newsagents. SegaPro is distributed by Seymour International Press Distributors (Tel: 081 679 1899). It is published the third Thursday of the month prior to cover date, priced £1.95.

GAME OVER, MAN

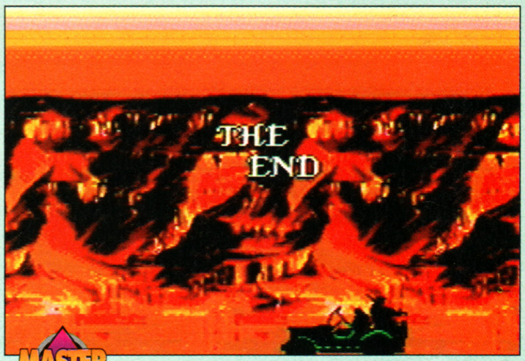
We've been inundated with offers from you to come down and finish games under our "laboratory conditions". Starting in the New Year, we will be inviting lucky games-players nationwide to fill this section of the mag with their agile antics and victorious fanfares.

This month, however, the SegaPros have decided to show all you blood 'n' guts fans the way carnage should be dealt. Mercs on the Mega Drive was reviewed last issue and gained a respectable 74%, but while one section of it was relatively easy to complete, the original mode was a nightmare due to only having one life and seemingly impossible odds.

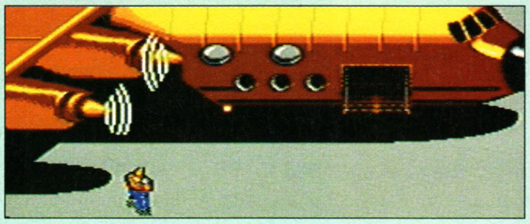
Hours of relentless joypad mashing and nimble dodging manoeuvres finally paid off because now, Mercs has been given the Pro treatment.

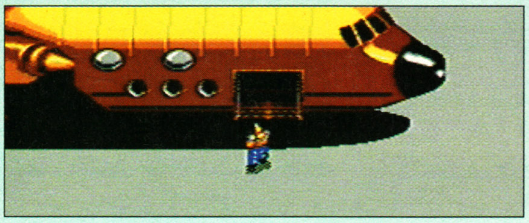
MERCS

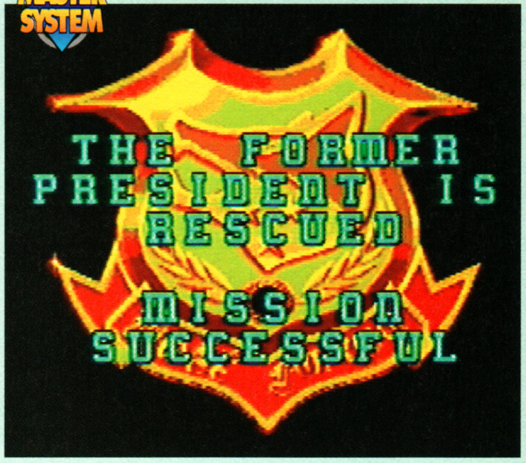
If that isn't enough for Mercs fans then try this. Not only do we bring you the Mega Drive version but the Master System as well – just to prove to you that no system is beyond the game-busting talents of the Pros. The Master System version only contains one mission, a hybrid of all the best points of the Mega Drive version, and like it says in the review this issue, it took us around 11 minutes to complete it. With the Pros on form like this, terrorists the world over will be quaking in their boots. They counted on us being passive – they counted wrong.



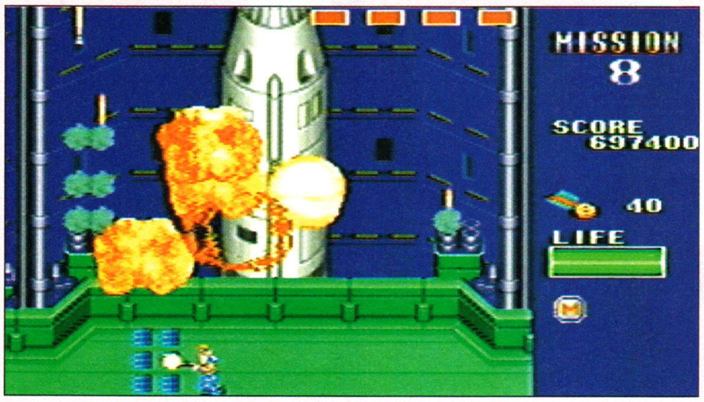
MASTER SYSTEM

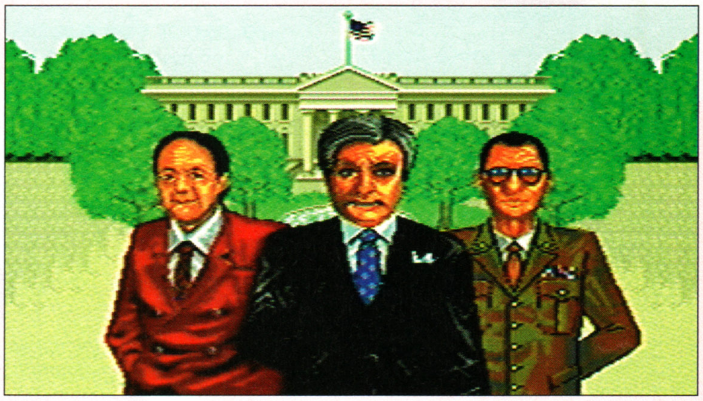





THE FORMER PRESIDENT IS RESCUED

MISSION SUCCESSFUL

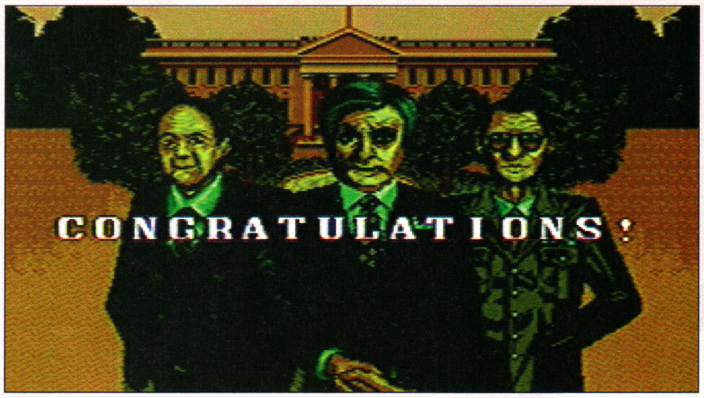




MERCS

MEGA DRIVE

ORIGINAL MODE

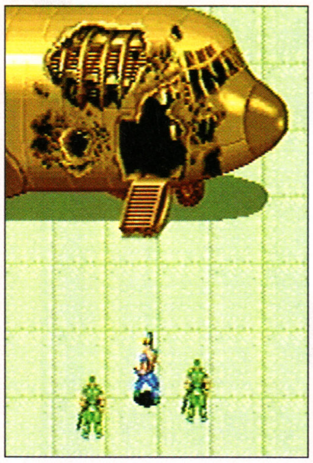

CONGRATULATIONS!

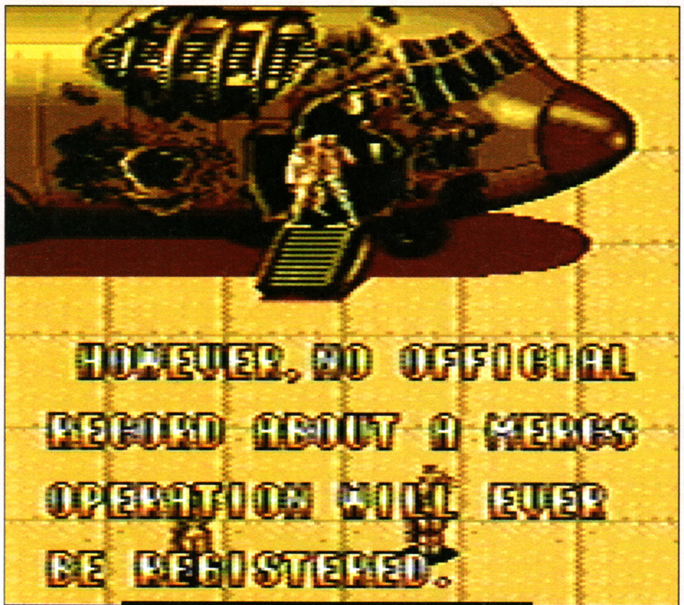
Hudson, just deal with it...

ARCADE MODE

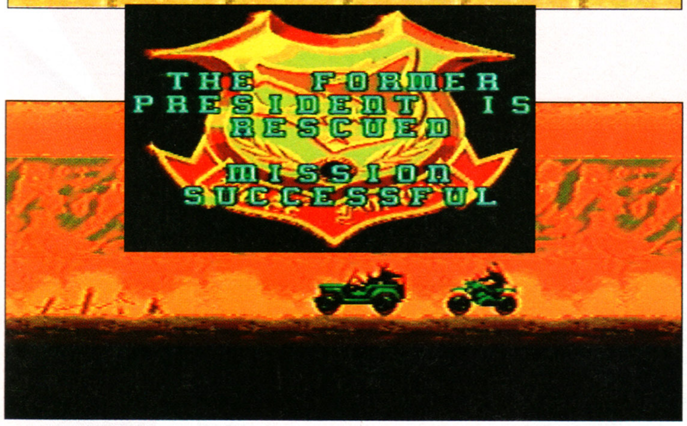
We now have not one but two Game Over sequences for you to admire. The sequences may be different, but the aims of the games are the same, kill or be killed – every time they pull a knife, you pull a trigger. After slaughtering countless enemy troops, we were impressed with the time taken to give you a decent reward.

None of this single screen stuff like in Fantasia (SegaPro#2), now you get a decent reward for a testing challenge. The former president is rescued from the escaping Hercules C130 and we see the battle-weary mercs hitting the open road against a vivid sunset. Vigilant SegaPro readers will instantly notice that the arcade ending was actually featured in the review, but it was small, understated and unintentional (!). The reason for this was to show you just how easy the section was and therefore enhance the Pro comments.





HOWEVER, NO OFFICIAL RECORD ABOUT A MERCS OPERATION WILL EVER BE REGISTERED.



THE FORMER PRESIDENT IS RESCUED

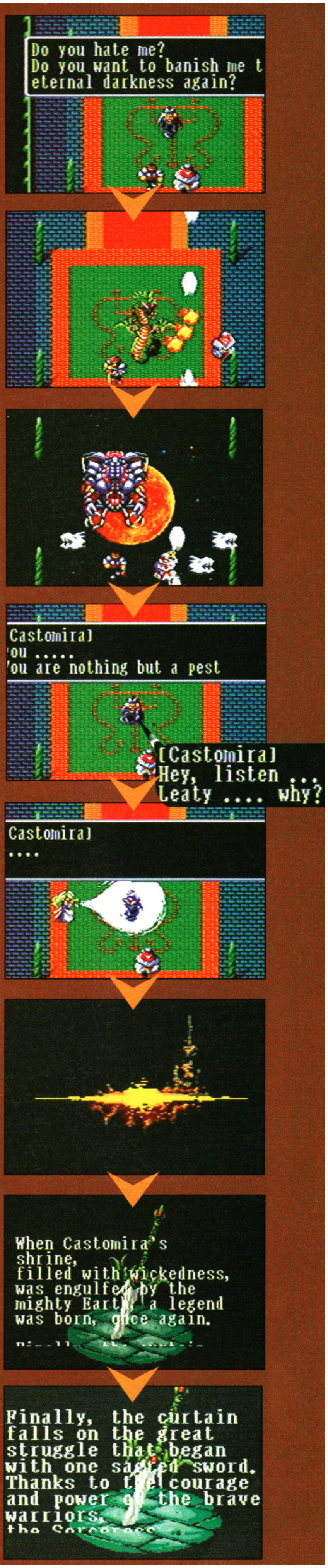
MISSION SUCCESSFUL

ARCUS ODYSSEY

Arcus Odyssey was featured in SegaPro#2 and received the coveted ProYo! award and a score of 92%. The battle of the two sorceresses captivated us to such an extent that we just had to finish the game. To start with, we threw the work experience brat at it, only to watch him fall at the first hurdle – ha, he'll never become a Pro. As soon as the serious gamesplayers went at it you could sense that it was going to fall under the onslaught.

And fall it did, regardless of what demonic tricks it played, we were more than a match for it – and you can rest assured that peace has returned to the land of Arcus for good.

Anyone else who thinks they are tough enough to take on the Pros had better look out. You can run but you can't hide. We're coming to get you! So watch out for us as we scour the land.



Do you hate me?
Do you want to banish me t
eternal darkness again?

Castomira]
'ou .....
'ou are nothing but a pest

[Castomira]
Hey, listen ...
Leaty .... why?

Castomira]
....

When Castomira's
shrine,
filled with wickedness,
was engulfed by the
mighty Earth, a legend
was born, once again.

Finally, the curtain
falls on the great
struggle that began
with one sacred sword.
Thanks to the courage
and power of the brave
warriors,

CALLING THE PROS!

Do you have the power to defeat the force? Do you get mean in the combat zone? The Pros understand the feeling you get when you have just spent days finishing a game and then no-one seems interested. Like you, we play long, we play hard, and we play to win!

SegaPro gives you the chance to share your hard-fought success with the whole country and become an honorary Game Over General.

Just write to Game Over, Sega Pro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS. Don't forget to include your name, address and phone number and who knows, 1992 may see your work in the UK's best-selling Sega magazine (that's us, of course!).

If, on the other hand, you are a complete wimp when it comes to playing games, but want to swell off to your mates about how you've seen the Game Over screens of your latest purchase, drop us a line at the same address saying which game you would like to see in Game Over and we'll endeavour to show you the end. To the Pros, the end is just the beginning...

...because we need you, and I'm sick of your...

WHIZZ-KID GAMES

THE UK'S TOP PART-EXCHANGE GAME CLUB

SEGA MEGADRIVE

SYSTEMS & ACCESSORIES

MEGADRIVE JPN + GAME	129.00
MEGADRIVE UK + GAME	129.00
8 BIT CONVERTER	29.00
ARCADE POWER STICK	35.00
HARD CARRY CASE	20.00
PRO 2 JOYPAD	15.00
JPN GAME ADAPTOR	15.00
SOFT CARRY CASE	17.00
GIZMO JOYSTICK	29.00

MEGADRIVE GAMES UK/USA

NEW TITLES

BACK TO THE FUTURE	35.00
CROSSFIRE	30.00
DECAP ATTACK	30.00
DINO LAND	35.00
DONALD DUCK	35.00
ICE HOCKEY	35.00
OUT RUN	30.00
PHANTASY STAR III	45.00
RINGS OF POWER	35.00
ROAD RASH	30.00
SAINT SWORD	30.00
SHADOW OF THE BEAST	40.00
SHINING IN THE DARKNESS	45.00
SONIC THE HEDGEHOG	30.00
SPEEDBALL II	35.00
SPIDERMAN	35.00
STREETS OF RAGE	35.00
TOEJAM AND EARL	35.00
TURRICAN	30.00
WRESTLE WAR	30.00

BACK CATALOGUE

SECOND HAND TITLE	SELL	P/X
ABRAHAMS BATTLE TANK	15.00	10.00
AFTERBURNER II	20.00	15.00
ALIEN STORM	20.00	15.00
ARNOLD PALMER GOLF	15.00	10.00
ATOMIC ROBOKID	15.00	10.00
BATMAN	20.00	15.00
BATTLE SQUADRON	15.00	10.00
BIMINI RUN	15.00	10.00
BLOCKOUT	20.00	15.00
BUSTER DOUGLAS	20.00	15.00
CENTURION	15.00	10.00
COLUMNS	15.00	10.00
CRACK DOWN	20.00	15.00
DICK TRACY	20.00	15.00
DYNAMITE DUKE	15.00	10.00
ESWAT	15.00	10.00
FAERY TALE	15.00	10.00
FANTASIA	25.00	18.00
GAIARES	20.00	15.00
GHOULS N' GHOSTS	20.00	15.00
GHOSTBUSTERS	15.00	10.00
GOLDEN AXE	20.00	15.00
HARD DRIVING	15.00	10.00
HARDBALL	20.00	15.00
HELLFIRE	15.00	10.00
JOHN MADDEN FOOTBALL	20.00	15.00
KINGS BOUNTY	15.00	10.00
LAKERS V CELTICS	20.00	15.00
MICKEY MOUSE	25.00	18.00
MIDNIGHT RESISTANCE	25.00	18.00
MIGHT AND MAGIK	15.00	10.00
MOONWALKER	15.00	10.00
ONSLAUGHT	20.00	15.00
PGA TOUR GOLF	25.00	18.00
PHANTASY STAR II	20.00	15.00
POPULOUS	20.00	15.00
RASTAN SAGA II	15.00	10.00
REVENGE OF SHINOBI	20.00	15.00
SAGAIA	20.00	15.00
SAINT SWORD	20.00	15.00
SHADOW DANCER	15.00	10.00
STORMLORD	20.00	15.00
STREET SMART	20.00	15.00
STRIDER	25.00	18.00
SUPER HANG ON	17.00	12.00
SUPER MONACO G/PRIX	20.00	15.00
SWORD OF SODAN	15.00	10.00
SWORD OF VERMILLION	20.00	15.00
TECHNOCOP	15.00	10.00
THUNDERFORCE III	20.00	15.00
TOMMY LASORDA	15.00	10.00
TWIN COBRA	20.00	15.00
VALIS III	20.00	15.00
WINGS OF WOR	25.00	18.00
WORLD SOCCER	15.00	10.00

MEGADRIVE GAMES JPN

NEW TITLES

DEVIL CRASH	30.00
MERCS II	30.00
GOLDEN AXE II	35.00
WORLD CUP II	30.00
OUTRUN	35.00
WRESTLE WAR	30.00
SONIC THE HEDGEHOG	30.00
DINOLAND	30.00
JEWEL MASTER	30.00
VAPOUR TRAIL	35.00
FORGOTTEN WORLDS II	30.00

BACK CATALOGUE

SECOND HAND TITLE	SELL	P/X
AEROBLASTER	25.00	18.00
AFTERBURNER II	18.00	13.00
ALIEN STORM	25.00	18.00
ATOMIC ROBOKID	17.00	12.00
BARE KNUCKLE	25.00	18.00
BATMAN	25.00	18.00
COLUMNS	15.00	10.00
CRACK DOWN	15.00	10.00
DARIUS II	20.00	15.00
DJ BOY	15.00	10.00
DYNAMIC DUKE	15.00	10.00
ELEMENTAL MASTER	15.00	10.00
ESWAT	15.00	10.00
FAT MAN	20.00	15.00
FINAL BLOW	20.00	15.00
FIRE MUSTANG	20.00	15.00
SAINT SWORD	20.00	15.00
RAI DEN	20.00	15.00
FIRE SHARK	15.00	10.00
FORGOTTEN WORLD	15.00	10.00
GAIARES	20.00	15.00
GAIN GROUND	15.00	10.00
GHOULS N' GHOSTS	20.00	15.00
GHOSTBUSTERS	15.00	10.00
GOLDEN AXE	20.00	15.00
GRANADA	15.00	10.00
GYNOUG	25.00	18.00
HARD DRIVING	15.00	10.00
HEAVY UNIT	20.00	15.00
HELLFIRE	15.00	10.00
INSECTOR X	15.00	10.00
KA.KE.GI	20.00	15.00
KLAX	15.00	10.00
MICKEY MOUSE	20.00	15.00
MIDNIGHT RESISTANCE	25.00	18.00
MONSTER HUNT	15.00	10.00
MOONWALKER	15.00	10.00
MUSHA ALESTE	15.00	10.00
NEW ZEALAND STORY	20.00	15.00
PHELIOS	15.00	10.00
RAINBOW ISLANDS	25.00	18.00
RASTAN SAGA II	15.00	10.00
RINGSIDE ANGEL	20.00	15.00
SHADOW DANCER	20.00	15.00
SONIC THE HEDGEHOG	20.00	15.00
SPACE HARRIER 2	15.00	10.00
STREET SMART	20.00	15.00
STRIDER	25.00	18.00
SUPER AIRWOLF	20.00	15.00
SUPER HANG ON	15.00	10.00
SUPER MONACO G/PRIX	20.00	15.00
SUPER REAL BASKETBALL	15.00	10.00
SUPER SHINOBI	25.00	18.00
SUPER THUNDERBLADE	15.00	10.00
THUNDERFORCE III	15.00	10.00
TIGER HELI	20.00	15.00
VALIS III	15.00	10.00
VERYTEX	15.00	10.00
VOLFIED	15.00	10.00
WARDNER SPECIAL	25.00	18.00
WONDER BOY III	15.00	10.00
WORLD SOCCER	15.00	10.00
ZERO WING	25.00	18.00

NINTENDO SUPER FAMICOM

SYSTEMS & ACCESSORIES

SUPER FAMICOM (SCART)	199.00
SUPER FAMICOM (PAL)	229.00

SUPER FAMICOM GAMES JPN

NEW TITLES

AREA 88	40.00
JERRY BOY	40.00
PRO SOCCER	40.00
SUPER GEOMAN	40.00
GHOULS N' GHOSTS	42.50

BACK CATALOGUE

SECONDHAND TITLE	SELL	P/X
ACTERISER	25.00	20.00
AUGUSTA GOLF	25.00	20.00
BIG RUN	25.00	20.00
BASEBALL	25.00	20.00
DARIUS TWIN	25.00	20.00
F-ZERO	25.00	20.00
FINAL FIGHT	25.00	20.00
GRADIUS III	25.00	20.00
HOLE IN ONE	25.00	20.00
HYPER ZONE	25.00	20.00
PILOT WINGS	25.00	20.00
POPULOUS	25.00	20.00
SD GREAT BATTLE	25.00	20.00
SUPER MARIO WORLD	25.00	20.00
SUPER R-TYPE	25.00	20.00
ULTRAMAN	25.00	20.00

ALL PRICES QUOTED MEMBERSHIP ONLY

NON MEMBERS PLEASE ADD
£5 NEW GAMES, £2 USED GAMES

Whizz-Kid Games Ltd,
Unit 9, Mid Kent
Shopping Centre,
Allington, Maidstone,
Kent, ME16 0XX.

PLEASE ADD TO ALL ORDERS
P&P £1 PER GAME, £5 CONSOLES

NAME
ADDRESS
POST CODE
TEL

GAME	SYSTEM	PRICE
DELIVERY		
TOTAL		

CHEQUE ☐
POSTAL ORDER ☐
CREDIT CARD NO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
EXP DATE ☐☐/☐☐

ALL CHEQUES MUST BE SUPPLIED WITH CHEQUE CARD NUMBER

NINTENDO NES

SYSTEMS & ACCESSORIES

NES TURTLE PACK	79.00
NES ACTION PACK	99.00
NES 4 SCORE	29.00
NES ADVANTAGE JOYSTICK	39.00
NES ZAPPER GUN	24.95

NES GAMES UK

NEW TITLES

BOULDERDASH	25.00
DOUBLE DRAGON	30.00
DUCK TALES	35.00
FOUR PLAYER TENNIS	30.00
GREMLINS II	35.00
LOW G MAN	30.00
MEGA MAN II	35.00
SHADOW GATE	35.00
SHADOW WARRIOR	30.00
SIMPSONS	35.00
SOLSTICE	25.00
SUPER MARIO BROS III	35.00
SUPER SPIKE V BALL	25.00

BACK CATALOUGE

SECONDHAND TITLE	SELL	P/X
ADVENTURES OF LINK	23.00	18.00
AIRWOLF	12.00	7.00
BAD DUDES	20.00	15.00
BATMAN	23.00	18.00
BAYOU BILLY	20.00	15.00
BIONIC COMMANDO	23.00	18.00
BLACK MANTA	17.00	12.00
BLADES OF STEEL	17.00	12.00
BOBBLE BUBBLE	14.00	9.00
CASTLEVANIA	17.00	12.00
DAYS OF THUNDER	23.00	18.00
DEFENDER OF THE CROWN	23.00	18.00
DONKEY KONG CLASSICS	11.00	6.00
DOUBLE DRAGON 2	23.00	18.00
DOUBLE DRIBBLE	14.00	9.00
FAXANADU	17.00	12.00
GAUNTLET II	23.00	18.00
GHOST AND GOBLINS	14.00	9.00
GHOSTBUSTERS II	20.00	15.00
GOLF	14.00	9.00
GOONIES II	17.00	12.00
GRADIUS	14.00	9.00
IKARI WARRIORS	17.00	12.00
IRON SWORD	20.00	15.00
JACK NICKLAUS GOLF	20.00	15.00
KID ICARUS	17.00	12.00
KUNG FU	14.00	9.00
LEGEND OF ZELDA	23.00	18.00
LIFE FORCE	14.00	9.00
MEGA MAN	22.00	17.00
METAL GEAR	20.00	15.00
PAPERBOY	11.00	6.00
PINBALL	14.00	9.00
PINBOT	17.00	12.00
PRO WRESTLING	17.00	12.00
PROBOTECTOR	17.00	12.00
PUNCH OUT	17.00	12.00
RAD GRAVITY	17.00	12.00
RAD RACER	17.00	12.00
RC PRO AM	17.00	12.00
ROBO WARRIOR	17.00	12.00
ROBOCOP	23.00	18.00
RUSH N ATTACK	17.00	12.00
RYGAR	20.00	15.00
SECTION Z	14.00	9.00
SIMON'S QUEST	17.00	12.00
SKATE OR DIE	14.00	9.00
SNAKE RATTLE N' ROLL	16.00	11.00
SOCCER	16.00	11.00
SOLAR JETMAN	17.00	12.00
SOLOMAN'S KEY	11.00	6.00
STEALTH ATF	17.00	12.00
SUPER MARIO BROS	16.00	11.00
SUPER MARIO BROS II	25.00	20.00
SUPER OFF ROAD	14.00	9.00
TENNIS	14.00	9.00
TETRIS	14.00	9.00
TIGER HELI	11.00	6.00
TOP GUN	17.00	12.00
TRACK & FIELD 2	17.00	12.00
TURBO RACING	20.00	15.00
URBAN CHAMP	14.00	9.00
WIZARDS AND WARRIORS	17.00	12.00
WORLD CUP	17.00	12.00
WORLD WRESTLING	25.00	20.00
XEVIOUS	14.00	9.00

SEGA GAMEGEAR

SYSTEMS & ACCESSORIES

GAME GEAR + COLUMNS USA	109.00
GAME GEAR UK	99.00

GAMEGEAR GAMES UK/USA

NEW TITLES

BATTER UP	15.00
CHASE HQ	20.00
DONALD DUCK	20.00
DRAGON CRYSTAL	20.00
G-LOC	20.00
GOLDEN AXE	20.00
HALLEY WARS	20.00
LEADER BOARD	20.00
MICKEY MOUSE	20.00
NINJA GAIDEN	20.00
PACMAN	15.00
PSYCHIC WORLD	15.00
SHINOBI	20.00
SONIC THE HEDGEHOG	20.00
SPIDERMAN	20.00
SUPER KICK OFF	20.00
SUPER MONACO	15.00
WONDERBOY	15.00
WOODY POP	15.00

GAMEGEAR GAMES JPN

NEW TITLES

BERLIN WALL	20.00
CHASE HQ	15.00
DEVILISH	20.00
FANTASY ZONE GEAR	20.00
G-LOC	15.00
HEAD BUSTER	20.00
KENTIC CONNECTION	20.00
MAPPY	20.00
MICKY MOUSE	15.00
OUTRUN	20.00
PSYCHIC WORLD	15.00
SHINOBI	15.00
SUPER MONACO	15.00
WAGON LAND	20.00
WONDERBOY	15.00

All prices subject to change -

Be a Whizz-Kid, phone 0622 766010

NINTENDO GAMEBOY

CASE BOY
GAME BOY

SYSTEMS & ACCESSORIES

GAMEBOY SYSTEMS	69.00
BLACK CARRY ALL	15.00
DOCS SOFT CASE	12.00
ILLUMINATOR	13.00
LIGHT BOY	20.00
NUBY AMPLIFIER	10.00
NUBY CARRY BAG	10.00
NUBY GAME LIGHT	10.00
NUBY MAGNIFIER	10.00

GAMEBOY GAMES UK/USA

NEW TITLES

BILL AND TED	20.00
BLADES OF STEEL	20.00
BUBBLE BOBBLE	20.00
CASTLEVANIA II	20.00
CHASE HQ	20.00
DUCK TALES	20.00
HUNT FOR RED OCTOBER	20.00
MICKEY'S DANGEROUS CHASE	20.00
MEGA MAN	20.00
NAVY SEALS	20.00
OPERATION C	20.00
PACMAN	20.00
PUNISHER	20.00
R-TYPE	20.00
RC PRO-AM	20.00
SKATE OR DIE II	20.00
SWORD OF HOPE	20.00
WWF SUPERSTARS	20.00

BACK CATALOGUE

SECOND HAND TITLE	SELL	P/X
ALLEYWAY	12.00	7.00
BATMAN	13.00	8.00
BATTLE BULL	13.00	8.00
BUBBLE GHOST	13.00	8.00
BURAI FIGHTER DELUXE	13.00	8.00
CAESARS PALACE	13.00	8.00
CASTLEVANIA	12.00	7.00
CHESS MASTER	13.00	8.00
COSMO TANK	13.00	8.00
CURTIS STRANGE GOLF	13.00	8.00
CYRAID	13.00	8.00
DOUBLE DRAGON	12.00	7.00
DR MARIO	13.00	8.00
F-1 RACER + 4 PLAYER	15.00	10.00
FINAL FANTASY	13.00	8.00
FISH DUDE	13.00	8.00
FIST OF THE NORTH STAR	13.00	8.00

SECOND HAND TITLE	SELL	P/X
FORTRESS OF FEAR	12.00	7.00
GARGOYLES QUEST	12.00	7.00
GHOSTBUSTERS II	13.00	8.00
GO GO TANK	13.00	8.00
GOLF	12.00	7.00
GREMLINS II	13.00	8.00
HAL WRESTLING	13.00	8.00
HARMONY	12.00	7.00
HATRIS	13.00	8.00
HYPER LOAD RUNNER	12.00	7.00
IN YOUR FACE	13.00	8.00
JEOPARDY	13.00	8.00
KLAX	13.00	8.00
KUNG FU MASTERS	13.00	8.00
LOCK AND CHASE	12.00	7.00
LOOPZ	13.00	8.00
MALIBU BEACH VOLLEY	12.00	7.00
MARUS MISSION	13.00	8.00
MERCENARY FORCE	13.00	8.00
MOTOCROSS MANIA	12.00	7.00
MYSTERIUM	13.00	8.00
NEMESIS	12.00	7.00
NFL FOOTBALL	13.00	8.00
NINJA BOY	13.00	8.00
NINJA TURTLES	13.00	8.00
PAPERBOY	13.00	8.00
PENGUIN WARS	12.00	7.00
PIPEDREAM	13.00	8.00
PLAY ACTION FOOTBALL	13.00	8.00
POWER MISSION	12.00	7.00
POWER RACER	12.00	7.00
PRINCESS BLOBETTE	13.00	8.00
RADAR MISSION	13.00	8.00
REVENGE OF THE GATOR	12.00	7.00
ROBOCOP	13.00	8.00
ROLANDS CURSE	13.00	8.00
SIDE POCKET	13.00	8.00
SKATE OR DIE	13.00	8.00
SNOOPY	13.00	8.00
SOLO STRIKER	12.00	7.00
SOLOMONS CLUB	13.00	8.00
SPIDERMAN	12.00	7.00
SPUD'S ADVENTURE	13.00	8.00
SUPER MARIO LAND	12.00	7.00
TASMANIA STORY	13.00	8.00
WHEEL OF FORTUNE	13.00	8.00
WORLD BOWLING	13.00	8.00

SEGA MASTER SYSTEM

SYSTEMS & ACCESSORIES

MASTER SYSTEM II	55.00
MASTER SYSTEM II PLUS	75.00
CONTROL PAD	8.00
CONTROL STICK	15.00
LIGHT PHASER	29.00
SG COMMANDER	10.00

MASTER SYSTEM GAMES UK/USA

NEW TITLES

ALIEN STORM	25.00
BUBBLE BOBBLE	25.00
DIE HARD II	25.00
FORGOTTEN WORLDS	24.00
FLINTSTONES	25.00
G-LOC	25.00
GAUNTLET	24.00
GHOULS AND GHOSTS	24.00
LINE OF FIRE	27.00
LEADERBOARD	25.00
MICKEY MOUSE	24.00
OUT RUN EUROPA	25.00
PACMANIA	30.00
POPULOUS	30.00
SHADOW DANCER	27.00
SHADOW OF THE BEAST	30.00
SPEEDBALL II	25.00
SPIDERMAN	24.00
STRIDER	27.00
SUPER KICK OFF	25.00
XENON II	25.00

BACK CATALOGUE

SECONDHAND TITLE	SELL	P/X
AFTERBURNER	11.00	6.00
ALEX KIDD IN HIGH TECH WORLD	14.00	9.00
BASKETBALL NIGHTMARE	11.00	6.00
BATTLE OUTRUN	11.00	6.00
BOMBER RAID	11.00	6.00
CALIFORNIA GAMES	15.00	10.00
CHASE HQ	11.00	6.00
CHOPLIFTER	10.00	5.00
DANAN JUNGLE FIGHTER	11.00	6.00

SECONDHAND TITLE	SELL	P/X
DEAD ANGLE	11.00	6.00
DICK TRACY	15.00	10.00
DOUBLE DRAGON	13.00	8.00
DOUBLE HAWK	11.00	6.00
DYNAMITE DUX	13.00	8.00
E-SWAT	13.00	8.00
FANTASY ZONE II	9.00	5.00
FIRE AND FORGET II	11.00	6.00
GALAXY FORCE	11.00	6.00
GHOSTBUSTERS	13.00	8.00
GOLDEN AXE	15.00	10.00
GOLFAMANIA	17.00	12.00
KENSEIDEN	11.00	6.00
OPERATION WOLF	13.00	8.00
OUT RUN	13.00	8.00
PAPERBOY	13.00	8.00
PHANTASY STAR	15.00	10.00
PSYCHO FOX	15.00	10.00
R-TYPE	15.00	10.00
RAMBO III	13.00	8.00
RAMPAGE	13.00	8.00
RASTAN	13.00	8.00
RC GRAND PRIX	13.00	8.00
ROCKY	13.00	8.00
SCRAMBLE SPIRIT	13.00	8.00
SHINOBI	13.00	8.00
SPACE HARRIER	11.00	6.00
SUBMARINE ATTACK	11.00	6.00
SUPER MONACO	15.00	10.00
TENNIS ACE	11.00	6.00
THUNDERBLADE	11.00	6.00
ULTIMA 4	15.00	10.00
VIGILANTE	11.00	6.00
WONDERBOY	15.00	10.00
WONDERBOY III	15.00	10.00
WORLD SOCCER	15.00	10.00
Y'S	15.00	10.00

ATARI LYNX

SYSTEMS & ACCESSORIES

LYNX II SYSTEM	84.00
LYNX PSU	12.99
COM LYNX CABLE	10.00
LYNX KIT CASE	15.00
LYNX POUCH	10.00
LYNX SUN SCREEN	6.00

LYNX GAMES UK/USA

NEW TITLES

A.P.B.	24.95
BLOCKOUT	24.95
CHECKERED FLAG	24.95
GRID RUNNER	24.95
NFL FOOTBALL	24.95
NINJA GAIDEN	24.95
PACLAND	24.95
ROBO-SQUASH	24.95
ROLLING THUNDER	24.95
SCRAPYARD DOG	24.95
TOURNAMENT CYBERBALL	24.95
TURBO SUB	24.95
VINDICATORS	24.95
WAR BIRDS	24.95
WORLD CLASS SOCCER	24.95
XYBOTS	24.95

BACK CATALOGUE

SECOND HAND TITLE	SELL	P/X
BLUE LIGHTNING	19.00	10.00
CALIFORNIA GAMES	19.00	10.00
CHIPS CHALLENGE	19.00	10.00
ELECTRO COP	19.00	10.00
GATES OF ZENDECON	19.00	10.00
GAUNTLET III	24.00	15.00
KLAX	19.00	10.00
MS PACMAN	19.00	10.00
PAPERBOY	19.00	10.00
RAMPAGE	19.00	10.00
ROADBLASTERS	19.00	10.00
RYGAR	19.00	10.00
SHANGHAI	19.00	10.00
SLIME WORLD	19.00	10.00
XENOPHOBE	19.00	10.00
ZALOR MERCENARY	19.00	10.00

ll games subject to availability

FREE MEMBERSHIP

After your first purchase of over £20

SAVE

£5.00 ON NEW GAMES

£2.00 ON USED GAMES

MAILORDER ONLY

WE WANT YOUR GAMES

Why pay full price for older titles? Buy second-hand or part-exchange your old games for new.

Thousands of new and used games in stock now!

We will also buy your old games. Phone now for your free quotation. £1 Handling charge per game...

SALES HOTLINE

3 sales lines
Open 7 days a week
9am - 7pm Weekdays
9am - 5pm Weekends

DELIVERY

All games sent by recorded delivery
Please add £1 per game
All consoles sent by courier
Please add £5 per console

RETAIL SHOPS

TERRI'S GROUP PLC

381 WALDERSLADE RD,
WALDERSALDE,
CHATHAM, KENT.
0634 862036

166 HIGH STREET,
BECKENHAM,
KENT.
081 650 1205

22 STATION SQUARE,
PETTS WOOD,
KENT.
0689 827816

292 HIGH STREET,
ORPINGTON,
KENT.
0689 821515

90 HIGH STREET,
SIDCUP,
KENT.
081 300 0990

286 LONSDALE DRIVE,
RAINHAM,
KENT.
0634 35641

MEMBERS SAVE UP TO £2.50 IN OUR RETAIL SHOPS

The Special Reserve 8-page colour catalogue is free, phone 0279 600204

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED
Inter-Mediates Ltd. Reg Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.

Special Reserve
Games Club

NRG colour mag with Cybertoon

Bi-monthly to members. Don't miss it.

Biggest and Best.

Huge catalogue. Huge discounts.
Huge stocks. Huge staff.
Huge membership.

Biggest Value, Best Service
No obligation to buy

Free Colour Catalogue
Just phone our sales team on

0279 600204

Open to 8pm Weekdays and to 5pm Weekends

ANNUAL MEMBERSHIP
UK £6.00 EEC £8.00 WORLD £10.00
We only supply members but you can order as you join.

We do not sell grey imports.

Game Gear 99.99

FREE *Mains adaptor*
FREE *Membership*

SHORTAGES - PLEASE PHONE BEFORE ORDERING

CARRYBAG FOR GAMEGEAR	10.99
MAINS ADAPTOR FOR GAME GEAR	12.99
CAR ADAPTOR FOR GAME GEAR	17.99
CLEANING KIT FOR HAND-HELDS	8.99
GEAR TO GEAR CABLE	5.99
RECHARGEABLE BATTERY PACK (REQUIRES MAINS ADAPTOR TO CHARGE)	29.99
SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV)	69.99
MASTER GEAR CONVERTER (SHOWN) (ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR)	24.99

COLUMNS	16.99
DONALD DUCK	19.99
DRAGON CRYSTAL	19.99
FACTORY PANIC	16.99
FANTASY ZONE	19.99
FROGGER	16.99
G-LOC	19.99
GOLDEN AXE	19.99
HALLEY WARS	19.99
JOE MONTANA (U.S.) FOOTBALL	19.99
LEADER BOARD	19.99
MICKEY MOUSE	19.99
NINJA GAIDEN	19.99
OUTRUN	19.99
PENGO	16.99
PSYCHIC WORLD	16.99
SHINOBI	19.99
SOLITAIR POKER	19.99
SONIC THE HEDGEHOG	19.99
SPACE HARRIER	19.99
SPIDERMAN	19.99
SUPER KICK OFF	19.99
SUPER MONACO GP	16.99
WONDER BOY	16.99
WOODY POP	16.99

Gameboy 69.99

TETRIS, STEREO HEADPHONES, 2 PLAYER LEAD, BATTERIES
FREE MEMBERSHIP
FREE HOLSTERS, & BELT

BUY A GAMEBOY AND A GAME AND WE'LL ALSO GIVE YOU A ***FREE*** GAMELIGHT AS WELL. (SEE PICTURE BELOW)
Please list all free items in the coupon.

ALLEYWAY	19.49
BALLOON KID	19.49
BATMAN	24.49
BOULDER DASH	24.49
BOXXLE	24.49
BUBBLE GHOST	24.49
BUGS BUNNY	24.49
BURAI FIGHTER	19.49
CASTLEVANIA	24.49
CHESSMASTER	19.49
DOUBLE DRAGON	19.49
DR. MARIO	19.49
DUCK TALES	24.49
DYNA BLASTER	24.49
FORMULA 1 RACE +4 PLAYER ADAPTOR	29.49
FORTIFIED ZONE	24.49
GARGOYLES QUEST	19.49
GHOSTBUSTERS 2	24.49
GOLF	19.49
GREMLINS 2	24.49
HYPERLODE RUNNER	19.49
KING OF THE ZOO	19.49
KUNG FU MASTER	24.49
KWIRK	19.49
MOTOR CROSS MANIACS	19.49
NAVY SEALS	24.49
NEMESIS	24.49
NINT' WORLD CUP	19.49
OTHELLO	19.49
PAPERBOY	24.49
PRINCESS BLOBETTE	24.49
QIX	19.49
R-TYPE	24.49
RADAR MISSION	19.49
REVENGE OF GATOR	19.49
ROBOCOP	24.49
SAMURAI ADV	24.49
SIDE POCKET	19.49
SKATE OR DIE	19.49
SOLAR STRIKER	19.49
SPIDERMAN	19.49
SUPER MARIO LAND	19.49
SUPER RC PRO-AM	24.49
TEENAGE MUTANT HERO TURTLES	24.49
TENNIS	19.49
WIZARDS AND WARRIORS	19.49

Master System 2 59.99

Joypad, Alex Kidd game
FREE *Special Reserve membership*

Master System 2 PLUS 89.99

Light Phaser Gun, Joypad, Operation Wolf, Alex Kidd
FREE *Special Reserve membership*
FREE *extra Turbo Joypad worth £14.99*

ACTION FIGHTER	11.99
AFTERBURNER	24.99
ALEX KIDD IN SHINOBI WORLD	24.99
ALEX KIDD LOST STARS	24.99
ALIEN STORM	24.99
AMERICAN PRO FOOTBALL	24.99
ASTERIX	26.99
BACK TO THE FUTURE 2	24.99
BOMBER RAID	24.99
BONANZA BROTHERS	24.99
BUBBLE BOBBLE	24.99
CALIFORNIA GAMES	24.99
CHESS	27.99
COLUMNS	19.99
DICK TRACY	24.99
DIE HARD 2	24.99
DOUBLE DRAGON	24.99
DOUBLE HAWK	24.99
DRAGON CRYSTAL	24.99
DUCK TALES	24.99
DYNAMITE DUX	24.99
ENDURO RACER	9.99
F16 FIGHTER	15.99
FLINTSTONES	24.99
G-LOC	24.99
GAUNTLET	24.99
GHOSTBUSTERS	24.99
GHOULS N GHOSTS	24.99
GOLDEN AXE	24.99
GOLFAMANIA	26.99
GREAT GOLF	19.99
HEAVYWEIGHT CHAMP	19.99
HEROES OF THE LANCE	26.99
IMPOSSIBLE MISSION	24.99
INDIANA JONES	24.99
JOE MONTANA (U.S.) FOOTBALL	24.99
KLAX	24.99
LASER GHOST	24.99
LEADERBOARD	24.99
LINE OF FIRE	26.99
MERCS	26.99
MICKEY MOUSE	24.99
MOONWALKER	24.99
MS PACMAN	24.99
NINJA	9.99
OUTRUN EUROPA	24.99
PACMANIA	27.99
PAPERBOY	24.99
PARLOUR GAMES	15.99
POPULOUS	27.99
PRO WRESTLING	24.99
R-TYPE	24.99
RAMPART	24.99
RASTAN	24.99
RUNNING BATTLE	24.99
SHADOW DANCER	26.99
SHADOW OF THE BEAST	27.99
SHANGHAI	19.99
SHINOBI	24.99
SONIC THE HEDGEHOG	24.99
SPEEDBALL	24.99
SPIDERMAN	24.99
STRIDER	27.99
SUBMARINE ATTACK	24.99
SUPER KICK OFF	28.99
SUPER MONACO GRAND PRIX	24.99
SUPER TENNIS	9.99
TEDDY BOY	9.99
TOM AND JERRY	24.99
TRANSBOT	9.99
ULTIMA 4	31.99
WONDERBOY	19.99
WONDERBOY 3	24.99
WORLD SOCCER	19.99
XENON 2	24.99

COMPETITION PRO STAR EXTRA FOR MASTER SYSTEM **13.99**

QUICKJOY SG JETFIGHTER FOR MASTER SYSTEM **14.99**

The Sega Light Phaser.
SEGA

SEGA LIGHT PHASER GUN FOR MASTER SYSTEM **29.99**

SEGA LIGHT PHASER PLUS WITH TRAP SHOOTING, MARKSMAN SHOOTING AND SAFARI HUNT	44.99
SEGA CONTROL STICK FOR MASTER SYSTEM	14.99
SEGA RAPID FIRE UNIT FOR MASTER SYSTEM	7.99
TURBO RAPID FIRE JOYPAD (in main picture)	14.99

Goldstar 4902 14" Colour TV/Megadrive Monitor 169.99

with Remote Control
FREE *SCART lead* ***FREE*** *Special Reserve Membership*
THE GOLSTAR 4902 TV WITH REMOTE CONTROL GIVES A PIXEL-CLEAR MONITOR QUALITY PICTURE FROM A MEGADRIVE OR MASTER SYSTEM 1 VIA THE SCART LEAD SUPPLIED. (SCART LEAD ON ITS OWN IS 9.99)

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

SPRO18

Name ______________________________

Address ______________________________

____

______________ Postcode ______________

Telephone ______________ Machine type ______________

Enter membership number (if applicable) or
Membership fee £6 UK, £8 EEC, £10 World ☐

item ______________________ ☐

item ______________________ ☐

item ______________________ ☐

item ______________________ ☐

ALL PRICES INCLUDE UK POSTAGE & VAT £ ☐

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Cheque/P.O./Access/Mastercard/Switch/Visa

Credit card expiry date __________ Switch Issue Number __________

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.

Megadrive 129.99

Joypad, Sonic the Hedgehog
FREE *extra TURBO Joypad*
FREE *Special Reserve Membership*

NOW WITH SUPER SONIC

688 ATTACK SUB	31.99
ABRAMS BATTLE TANK	31.99
AFTERBURNER 2	27.99
ALIEN STORM	27.99
ARROW FLASH	27.99
BACK TO THE FUTURE 3	31.99
BLOCK OUT	31.99
BONANZA BROTHERS	27.99
BUCK ROGERS	31.99
BUDOKAN	31.99
BURNING FORCE	27.99
CALIFORNIA GAMES	31.99
CENTURION - DEFENDER OF ROME	27.99
COLUMNS	24.99
CRACK DOWN	27.99
CYBERBALL	27.99
DARK CASTLES	31.99
DECAPATTACK	27.99
DICK TRACY	31.99
DONALD DUCK	31.99
ESWAT	27.99
F22 INTERCEPTOR	31.99
FAERY TALE ADVENTURE	31.99
FANTASIA	31.99
FATAL LABRYINTH	24.99
FATAL REWIND	31.99
FIRE SHARK	27.99
FLICKY	24.99
FORGOTTEN WORLDS	27.99
GAIN GROUND	27.99
GHOSTBUSTERS	27.99
GHOULS N GHOSTS	35.99
GOLDEN AXE	27.99
GOLDEN AXE 2	27.99
HARD BALL	28.49
IMMORTAL	31.99
ISHIDO	24.99
J.B. DOUGLAS BOXING	27.99
JAMES POND	31.99
JEWEL MASTER	27.99
JOE MONTANA (U.S.) FOOTBALL	27.99
JOHN MADDEN '92	31.99
JOHN MADDENS (U.S.) FOOTBALL	31.99
KINGS BOUNTY	31.99
LAKERS VS CELTICS	31.99
MARBLE MADNESS	31.99
MERCS	31.99
MICKEY MOUSE	31.99
MIGHT AND MAGIC	38.99
MIKE DITKA'S ULTIMATE FOOTBALL	24.99
MONSTER WORLD 3	27.99
MOONWALKER	27.99
NHL ICE HOCKEY	31.99
ONSLAUGHT	27.99
OUTRUN	31.99
PGA GOLF TOUR	31.99
PHANTASY STAR 2	47.99
PHANTASY STAR 3	38.99
PHEUOS	27.99
POPULOUS	31.99
REVENGE OF SHINOBI	27.99
RINGS OF POWER	31.99
ROAD RASH	31.99
ROBOCOD (JAMES POND 2)	31.99
SHADOW DANCER	27.99
SHADOW OF THE BEAST	35.99
SHINING IN THE DARKNESS	38.99
SONIC THE HEDGEHOG	27.99
SPEEDBALL 2	31.99
SPIDERMAN	31.99
STAR CONTROL	28.49
STARFLIGHT	35.99
STREETS OF RAGE	27.99
STRIDER	35.99
SUPER HANG ON	27.99
SUPER MONACO GRAND PRIX	27.99
SUPER REAL BASKETBALL	27.99
SWORD OF VERMILLION	38.99
THUNDERFORCE 2	27.99
THUNDERFORCE 3	29.99
TOE JAM AND EARL	31.99
TOKI	27.99
TURRICAN	28.49
TWIN HAWK	27.99
WONDERBOY 3	27.99
WORLD CUP ITALIA 90	24.99
WRESTLE WAR	27.99
XENON 2	31.99

CHAMP EXPLORER JOYSTICK FOR MEGADRIVE **19.99**

COMPETITION PRO STAR EXTRA FOR MEGADRIVE **14.99**

QS135 PYTHON **34.99**

TURBO JOYPAD **14.99**

CARRYBAG **17.99**

SEGA POWER BASE CONVERTER FOR MEGADRIVE (ALLOWS USE OF MASTER SYSTEM GAMES ON THE MEGADRIVE)	28.49
CLEANING KIT (GAMES CONSOLES)	9.99

SEGA pro

WE ARE A SMALL GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.
OUR GOAL IS TO PRESERVE THESE MAGAZINES BY RESTORING AND DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY SELECT ARTICLES DIRECTLY ON THE SITE, WE ALSO CREATE CBZ FILES AS THE ONE YOU ARE LOOKING AT RIGHT NOW, WHICH FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH.
THIS GIVE US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE.
THIS WAY, ANYONE WHO IS BUT A MOUSE-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTIONS TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM, AS WELL AS NINTENDO 64 EXCLUSIVE MAGAZINES.
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM, PLEASE DO NOT SUPPORT THEM!

THANK YOU!

Max-Rez
Version
(2560 pixels)

YOU ARE VIEWING THE "MAX-REZ" VERSION OF THIS ISSUE RIGHT NOW.
THIS VERSION IS CREATED FOR OPTIMAL VIEWING ON LARGE DISPLAYS.
IF YOU ARE LOOKING FOR A SMALLER RESOLUTION VERSION OF THIS ISSUE, FOR USE ON A TABLET OR EVEN AN IPOD OR IPHONE,
BE SURE TO CHECK THE MAGAZINE CATALOGUE ON OUR SITE.

OUT OF PRINT